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70 OCTOBER

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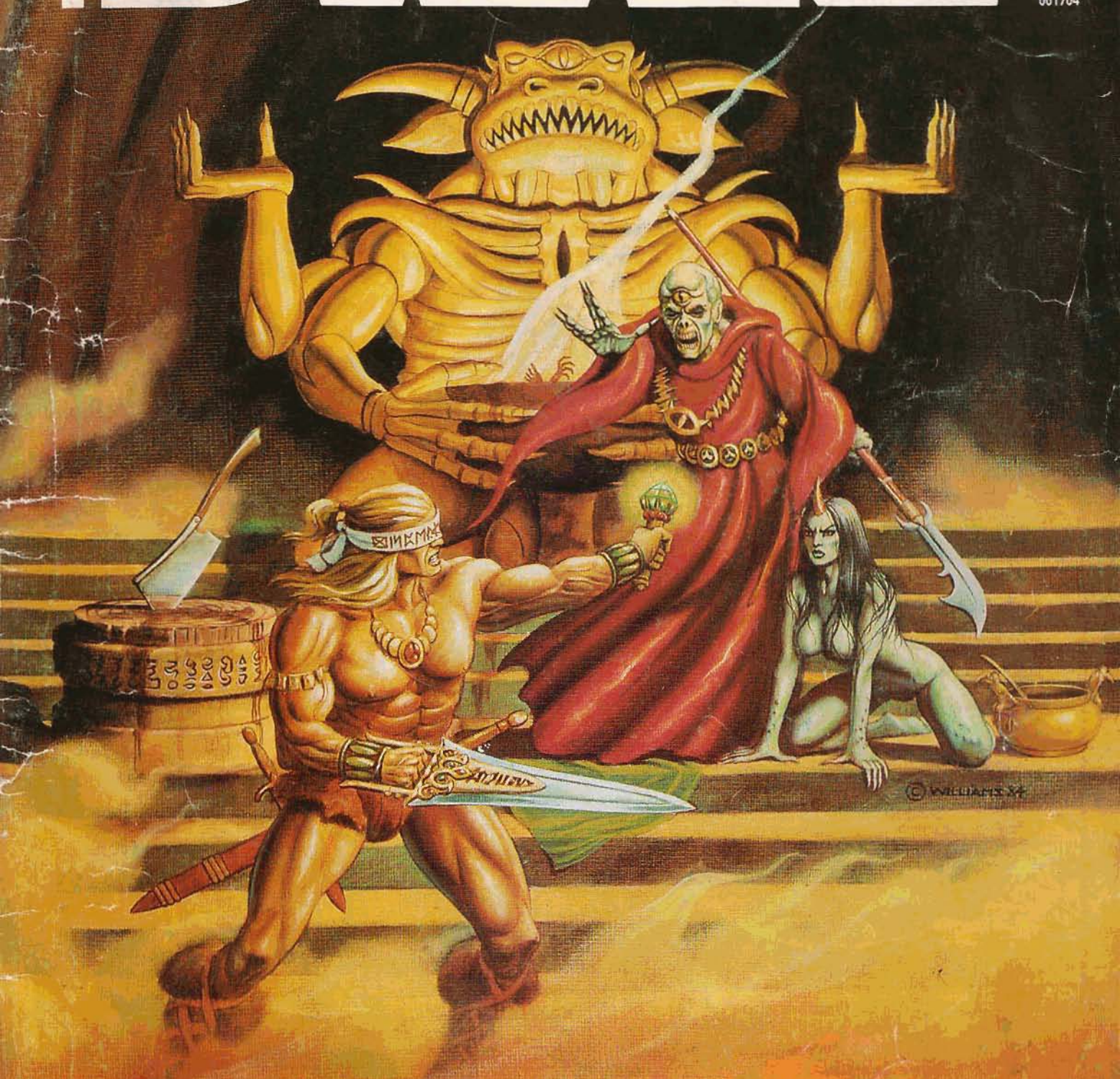

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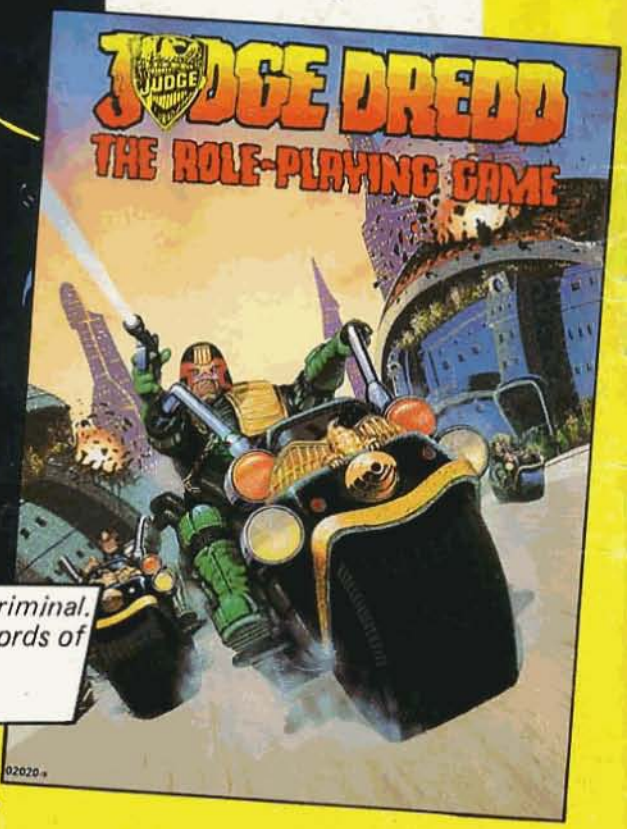

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The demise of *Imagine* leaves *White Dwarf* as the only British professional role-playing games magazine. Here at *White Dwarf* we have mixed feelings on the matter: whilst it is very gratifying to be more successful than the competition, it is also sad to see *Imagine* fold, particularly given the good relationship between *White Dwarf* staff and their opposite numbers.

However, *Imagine's* exit doesn't indicate a decline in the role-playing hobby. *White Dwarf's* circulation continues to increase, and the number of games on the market is greater than ever.

White Dwarf will continue to contain the very best about role-playing games. Demands from you, the readers, gradually change the style of the magazine – I can hardly recognise it myself when comparing today's *Dwarf* with the earliest issues! And as of next issue there'll be an additional letters page, allowing you to voice your opinions just in case you think we are going awry!

Ian Livingstone

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TONGUE TIED

Languages and Literacy in AD&D by Graeme Davis

As will be seen from the pages of the *Players Handbook* dealing with languages, the demi-human races seem to be natural linguists of considerable accomplishment, especially when compared to humans. For example, a dwarf with the racial minimum of 3 intelligence can converse fluently in no less than seven languages, for which a human would require 16 intelligence, while an elf with the racial minimum of 8 intelligence commands nine languages, the maximum human ability which requires 18 intelligence; a half-elf attains this linguistic peak with 4 intelligence – about the same IQ as the average water spider (*MM*). On the other hand, an exceptionally gifted half-orc with the racial maximum of 17 intelligence may learn five languages, a feat surpassed easily by our educationally subnormal dwarf and half-elf, and equivalent to the capability of a human with the average 12-13 intelligence.

The Tolkienesque concept of a universal human tongue loses the polyglot flavour of Howard's Hyborian Age or Moorcock's Young Kingdoms, especially in ports or trading towns or when characters travel widely. In those few historical cases where it is possible to argue the existence of a common tongue, such as Colonial English or High Mediaeval Latin, the language was far from universal and was not the native tongue of the vast majority who spoke it. It was more a lingua franca or trade-talk, and as such would only normally be learned by those who regularly had dealings with foreigners – by being widely travelled, for example. Thus, there seems to be little justification behind the ability of every human and non-human character in *AD&D* to have a fluent command of this language, regardless of intelligence.

If you have every raged inwardly over the ability of a plank-headed half-elf to reduce your defences to a shambles by issuing contradictory orders from the shadows in fluent and unaccepted hobgoblinese, seethe no more. Hopefully the following simple system will set the problems of linguistic ability on a more even and equitable footing.

Maximum Number of Languages
Any character has the latent ability to learn a number of languages equal to one-third of his or her intelligence score. When a character first begins adventuring, he or she will be able to speak his or her *native tongue* with a smattering of *alignment* and/or *professional* languages as appropriate.

Base Linguistic Ability
BLA is equal to twice the character's intelligence score, and indicates the character's basic aptitude for languages. The application of BLA to native, alignment and professional languages is covered later. A character wishing to learn a new language must spend a number of weeks equal to 50-BLA under the tuition of a teacher who speaks the language fluently (CLA 80+), at the end of which the character will gain a Current Linguistic Ability (CLA) equal to his BLA. During these periods of study no other major activity is possible.

Improvement of Linguistic Ability
Any character may improve his or her CLA in any language by study and practice. Improvement by further study takes place at the rate of (INT+WIS)/6 per week of study, with modifiers as below for circumstances and professional and racial considerations. Improvement by continued use of a language is reflected by an increase to the CLA of (INT+WIS)/6 plus professional/racial modifiers *only* for each level attained *after* the BLA is achieved. It is impossible to attain a CLA in excess of 99. Native speakers of a language have a CLA of 80+INT, improvable by study.

Modifiers to Improvement Rate
Circumstantial

Study under teacher with CLA 80+	+1*
Study under native speaker	+2*
Study and practice in native area	+3
Study without teacher	−3
CLA above 60 (per 5 points in excess)	−1

*Not cumulative with each other

Racial/Professional

Language is similar to native tongue	+2†
Language is similar to one already known with CLA 50+	+1†
Cleric/paladin improving alignment language	+3
Other devout character improving alignment language (DM must be careful here)	+1
Character improving professional language	+3
Assassin character	+1

†Not cumulative with each other

A character with CLA 50+ may converse with reasonable fluency in the language concerned, and a character with CLA 80+ may speak with great fluency and without racial or national accent. For each exchange or conversation in any language other than the native tongue, the character must roll his or her CLA or less on percentile dice; a score greater than the CLA indicates that the speech is garbled or misinterpreted, and a score of more than 25 above the character's CLA necessitates a reaction roll *without* charisma modifiers to determine whether the character has inadvertently said something unfortunate or insulting, and the results, if any, of this mistake.

LANGUAGE DESCRIPTIONS

Native Tongue

This is the racial language in the case of non-human characters, and the language prevalent at the place of origin in the case of human characters. At the DM's option, common tongue may be substitued for the human native tongue where specific human languages (eg Hyrkanian, Stygian, Kushite) have not been detailed. Half-elves and half-orcs will speak the language of the parent who has been responsible for their upbringing unless both parents participated (unlikely in the case of half-orcs), in which case the character will speak both parent languages as a native. The initial CLA in the native tongue is 80 + intelligence.

Common Tongue

This is the lingua franca or trade-talk of the human race. Characters of high birth and those from mercantile families (or some other background which would necessitate frequent contact with a wide range of foreign language speakers) will have been trained in this language as a part of their basic education and will have an initial CLA equal to 40+BLA. Inhabitants of ports and other places of international trade will have a like ability.

Alignment Language

It is perhaps a little unrealistic to expect that a thief from the pit in Kordava should be able to converse with the Stygian High Priest of Set merely because of a shared outlook on life. Each historical religion or pantheon had its own ritual language, which was normally based on the High Speech of the place (and time) of its origin. Thus, an alignment will be a corrupted form of an ancient and possibly dead language (eg Catholic Latin), with which only the priests and most devout servants of a deity will be fully conversant; the ordinary worshippers will know only a few ritual phrases, incantations and responses. Alignment language should be applied on the basis of pantheon rather than alignment pure and simple – a priest of Tezcatlipoca might be expected to use a ritual language similar to that used by a priest of Mictlantecuhtli rather than that used by a priest of Loki – although widely opposed priesthoods of the same pantheon, might use different forms of an originally similar language to emphasise their differences and avoid the dangers of infiltration.

Clerics and paladins are trained in the ritual language appropriate to their religion to an initial CLA of 50+BLA, and this language should logically be used for all clerical spell incantations, although at the DM's option some other language might be used in accordance with the restrictions on the use of alignment language set out in the *DMG* (p24) if any cleric or paladin should wish to be diffident about his or her faith. When used for conversation, this language is only capable of covering subjects of a ritual or devotional nature.

Druidic Language

Because of the somewhat equivocal status of druids in *AD&D*, this language is something of a problem. The original druidic priesthood of the Iron Age Celtic religion was part of a racially distinct group with a common language and a common pantheon. Since *AD&D* druids may, according to the rulebooks, follow a variety of neutral deities from Apshai to Xochipilli, it is suggested that the druidic language be treated in a similar manner to the cleric ritual languages, ie on a pantheon basis. At the DM's option, a druidic ritual language may be treated as a cross-cultural professional language, different from the cleric languages of the same pantheon, and additionally rangers might be permitted to learn the druidical tongue.

Thieves' Cant

The language of thieves is normally a corrupt form of the low speech of the region in question, full of slang words, metaphors and euphemisms to ensure that thieves overheard by a non-thief will not be understood. Logically this derivative language should vary with linguistic area – one would not expect a thug from the Shanghai docks to understand Cockney rhyming slang, for example – but for game purposes it may be preferred to derive a universal Thieves' Cant from common tongue or trade-talk, as indeed would have been the case in polyglot areas such as ports and large mercantile towns. All thieves will have an initial CLA of 65+BLA, and at the DM's option assassins might be permitted the use of Thieves' Cant as a professional language.

High and Low Speech

The High and Low Speech of any country would normally come from the same linguistic root, and might be treated as a single language, although those who spoke them might disagree. In some cases, however, the High and Low Speech might differ widely. One example might be after conquest from abroad, as for example in Roman Britain or Norman England, where the rulers spoke Latin or Norman French and the subjects spoke Celtic or Saxon; another example might be where a single administrative language was applied over a large area, as in China, where Mandarin was used as an official language over a number of differing linguistic areas, and to this day is used whenever two Chinese from widely distant areas cannot understand each other's native tongue; local officials would be required to be bilingual in High and Low Speech.

Battle Language

Not the Family Battle Language as in *Dune*, but a soldiers' jargon used by fighters. As with the Thieves' Cant, it might vary according to the linguistic base of its origin, but in view of the widespread use of mercenaries in mediaeval and fantasy wars it might be considered as a debased form of common. Fighters will have an initial CLA of 65+BLA, paladins of 40+BLA and rangers of 50+BLA.

Dead and Arcane Languages

This question is best left to the individual DM to tie into the milieu being used. Magic-users and sages in particular would have an interest in ancient lore, much of which would be written in these types of language, as might ancient scrolls and tomes found in the course of adventuring. Certain groups of magi, for example, might use some arcane language between themselves as a form of code, while beings from other planes such as demons and devils may require to be addressed in some now-forgotten tongue.

Other Languages

From these examples it is possible to build and distinguish between a whole range of specialised jargons pertaining to the mundane professions, such as seamen, pharmacists and so forth. The DM should take a very great care in drawing the somewhat indistinct line between a vocabulary of jargon in a local or common tongue and a separate professional language; while a range of languages will add variety and a few interesting difficulties to a milieu, too many languages will become completely unmanageable.

Literacy

It will be obvious that the ability to speak a language does not automatically confer the ability to read and write it – indeed, the bulk of the population of mediaeval Europe could not read and write at all. The BLA for literacy is the same as that for verbal command of a language, and may be improved upon in the same way. A CLA of 20 is required to be able to make out the rudiments of a written language, and a CLA of 30 is necessary to be able to write it. Note that no character may become literate in a language of which he or she does not already have a verbal command, and the literacy CLA may not exceed the spoken language CLA under any circumstances.

A literacy BLA may be obtained immediately after the spoken language BLA by a similar further period of study, and thereafter the two will progress side-by-side until a CLA of 60 is reached. At this point the study of literacy becomes the study of literature, and progresses separately, requiring separate study and not increasing with the character's level. Familiarity with literature of a given language will, of course, give the character access to quotations and elegant turns of phrase which will generally add polish to his or her command of the language, but is not strictly speaking a necessity for effective written communication. □

DINALT, Jason	TERRAN	886987	Age 28
Med-student	1 term		
Mechanical-1, Medical-1, Streetwise-1.			
Preferred Weapons: His habits, Lug-R Parabellum P.08, Webel-E Shotgun.			

Before becoming the galaxy's most repugnant pervoid, Jason 'Gorfball' Dinalt was a Med-student at Dan Killdare Hospitals on the planet Harktheheraldangelssing. There he would spend many long, sweaty hours alone in the dimly lit hospital mortuary, crackling quietly to himself. At lunch he would play harmless but horribly vulgar practical jokes on fellow students, who would shrink away from him, eyes wide in a comatose state of medical epilepsy. Other times he'd just dribble and salivate over medical text books, shaking uncontrollably at the illustrations concerning reproduction.

Predictably, Dinalt was dismissed, only to be reinstated when the doctors came out in sympathy for unfair dismissal. He was dismissed again when the nurses came out, coming out in a strange rash.

From there on, Dinalt worked at his descent into depravity, becoming the lowest of the low – pimp, sleezy commissionaire, tramp, street bum, Nic Kershaw fan. Finally he ended up in Starports, cleaning the greasy, oily overflow ducts and cooling vents, stealing moments to run his clammy palms along the smooth underbellies of gleaming starliners. It was here that he met Flinn and signed on to the Osprey, in return for the 'misplacing' of massive Starport debts.

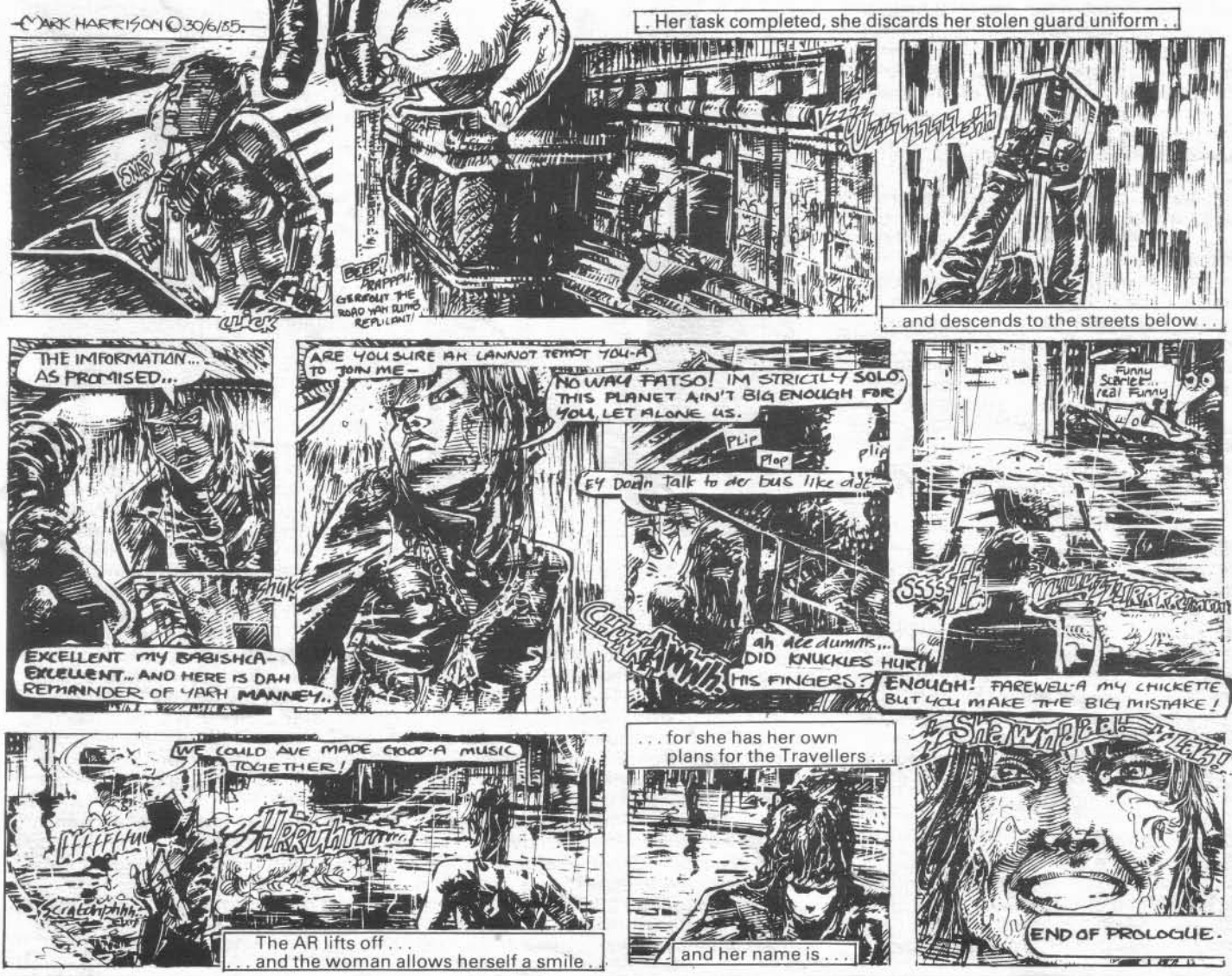
Hobbies: Watching Syrena on the bridge, watching Syrena in the galley, watching Syrena in the . . . etc. Other hobbies – CLASSIFIED, LEVEL 12 CLEARANCE.

Likeness: Ronald (*Raiders of the Lost Ark*) Lacey.

FELIX	DAWLRI*	UPP-Unknown	Age - Unknown
Originally in Hayes' reluctant keep, Syrena finally took over.			
Preferred Weapons: Human Beings.			
Notes: *From the planet Palitoy.			

A smallish, furry, white tailess arboreal marsupial with big blue-tinted ears and a bow tie with a tag saying: 'My name is Felix and I am lost. Please take me to the nearest Starport and ask for Syrena.' Either a pan-dimensional being of immeasurable power, toying with the universe, or a cute, lovable plaything that you just want to pick up and hug and kiss and go 'oggy buggy wogglie' to all day long.

Likeness: An albino koala bear/tribble.


. . Her task completed, she discards her stolen guard uniform . .
SNAP
Uzzz

Heroes & Villains *is a bimonthly column about Superhero gaming, edited by Simon Burley and Pete Haines.*

THE COVEN

Villainous Golden Heroes by Paul Ryder

The Coven were formed in the late 1970s when the various groups of evil magicians were being thrown into panic by the sudden and violent depredations of Wrath, the sorcerer slayer. In desperation, five of the most evil adepts appealed to an entity whose name was only uttered in whispers – *Necromon*!

Beyond the veil of time and space, the Dread One heard their prayer and responded. Thus, as the five adepts stood in the gore of their multiple sacrifice they heard a storm howl about their refuge and inside, with chilling slowness, the darkness grew and then faded, leaving before them a man, tall, pale and malevolent. The stranger then told them that they, Gemma Salome, well-known biochemist; Otto Cain, world class weightlifter, boxer and psychotic; Jerome Mordred, millionaire industrialist and Curtis and Christine D'Ableau, scions of the nobility, had proved themselves worthy of special interest and, if they swore to obey him, Maximilian, and thus Necromon, then he would make them powerful beyond mortal reckoning. They accepted.

Each member of the group was presented with a skull-stone, a carved gem imbued with their lord's essence. Even as they held them, the gems vanished, absorbed into their bodies and souls, warping and corrupting them. Some became more powerful magically, others psionically, while Cain became superhumanly strong. Indeed, all were enhanced both physically and mentally. It was while they were experimenting with their new power that they discovered an awesome secret; the skull-stones called to each other and when joined (by linking hands) their magical power mingled, strengthened and expanded. This vastly enhanced aura could increase and improve the range of their psi talents, allow greater conjurings, deflect attacks, affect local fields of various kinds and cause a great disruption in nature itself, a disruption that the Coven (for so they named themselves) could use to summon storms and other harmful effects.

The Coven, wishing to emulate their fell lord, do not like to become directly involved with crime or combat and so they usually choose to manipulate other supervillains, using the 'Stone-Bond' to improve their influence and range. Naturally, as they are under psionic control, the villains have less frames than normal, possibly leading a poor superhero to think that they are not very good. This error will become apparent if the hero and villain should meet later, when the villain has all his frames . . .

If, however, a hero or a team should consistently foil the Coven's plans then the Coven themselves may be forced to act – which will probably be very unhealthy for the heroes.

The Coven are usually involved in crimes (albeit indirectly) in which something magical features, a book or similar artifact being ideal and woe betide all those characters who get their powers by means of a magical item!

Characteristics and Powers

Cain: EGO:14; STR:37; DEX:13; VIG:17; HTK:85; HTC:80.
Strength 1; *Pugilism 2*; *Magic* [(10) *Energy Strike*]; *Psi* [(10) Hallucinations].

Salome: EGO:17; STR:10; DEX:16; VIG:14; HTK:45; HTC:46.
Intuition; *Shapeshift* (to cat); *Magic 1* [(15) *Hypnosis*, Information, Restraint*]; *Psi* [(10) *Telempathy*]; *Advantageous Background 1* (*Brilliant Chemist*).

Mordred: EGO:17; STR:15; DEX:13; VIG:16; HTK:60; HTC:62.
Sense Magic; *Psi* [(10) *Transmutation*]; *Computer Skill*; *Magic 1* [(15) *Conjure*, Mystic Wall, Enhance*]; *Advantageous Background 2* (*Rich Industrialist, Brilliant Mechanical Scientist*).

Moloch (Curtis D'Ableau): EGO:16; STR:16; DEX:15; VIG:15; HTK:65; HTC:70.
Shapeshift (Raven); *Psi 1* [(15) *Psi Blast, Hallucinations, Telepathy*]; *Magic* [(10) *Energy Strike*]; *Advantageous Background 1* (*Inherited Wealth*).

Morgana (Christine D'Ableau): EGO:17; STR:10; DEX:15; VIG:15; HTK:68; HTC:62.
Vocal Skill; *Shapeshift* (Raven); *Psi* [(10) *Telekinesis*]; *Magic 1* [(15) *Astral Projection*, Hallucinations, Magic Wall*]; *Advantageous Background* (*Inherited Wealth*).

Notes: All have *Fast Heal* ability and the twins have *Flight 1* in Raven form. All 10 point powers are not speciality powers and so have full point cost when used.
*Denotes a speciality.

The Stone-Bond

When three or more of the Coven link hands the enhanced energy field (both magical and physical) enables them to carry out the following:

1. Manipulation of Electrical, Molecular and Temperature Fields (cold only).
2. Create a 20HTK *General Force Wall.*
3. Weather Control 3.
4. Cast a conjuring of much greater power (eg a feature each and multiple levels).
5. Increase *Psi* range by 5km per person and enhance effects (GM's discretion).
6. Add 1 to attacking/defending EGO per person for *Psi* and *Magic* (added to highest Ego).
7. Attack with a Grade 3 *Energy Attack* (20pt).

MAXIMILIAN

The leader of the Coven gained his power and lost his humanity in the 1890s, when, as one of the Victorian era's greatest mages, he summoned Necromon. The result was inevitable: Maximilian lost. For almost a century he served the Dread One, slowly gaining power and becoming twisted and evil until his master called on him to go and aid the Coven. He leapt at the chance of returning to earth and becoming its master!

EGO: 18 **Movement**: 7/15m
STR: 25 **Damage Bonus**: +10
DEX: 15 **DC**: 6
VIG: 16 **Frames/Round**: 4
HTC: 70 **HTK**: 75

Attacks	WC	Damage
Energy Strike	3	1d6/2 magic points
Psi Blast	–	2d6/2 psi points
Fist/Foot	2	2d6HTC/1d6-6HTK

Strength 1; *Psi 2* [(20) *Control, Psi-Blast, Hallucinations, Telepathy*]; *Magic 2* [(20) *Energy Strike, Information, Hypnosis, Magic Wall*]; *Flight 1* (*Levitation*); *Fast Heal* and *Toxin Immunity*; *Advantageous Background* (*Rich Immortal*).

Maximilian appears as a tall, pale, bearded and dark haired man of about 40. He is very cultured, sardonic, charming and arrogant. He is incredibly clever. His voice is melodic and smooth but bears a touch of pride and ruthless authority. He dresses in a similar manner to the rest of the male Coven members. In combat he always fights to win, usually trying to totally defeat and humiliate a foe rather than killing. He has a great liking for trying to do this to a hero in *very* public places . . .

Description

All of the Coven are tall, attractive, pale and dark haired. The men all dress in elegant clothes, usually of a late Victorian cut, such as a long coat, waistcoat, narrow trousers, boots and a cravat, the latter bearing a diamond or ruby pin. The women wear black, fashionable clothes of a very elegant nature, usually wearing a wide hat with a veil. Only Cain is bearded but all appear to be between 25 and 30 with the exception of Mordred who is about 38 and greying at the temples. □

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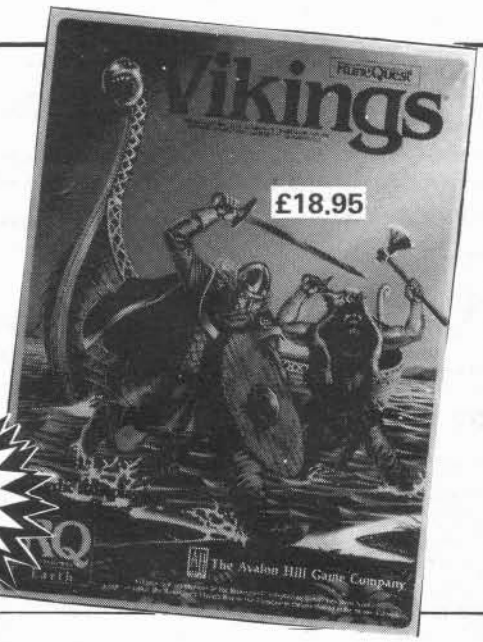

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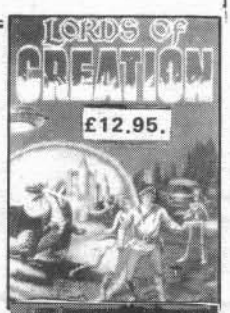

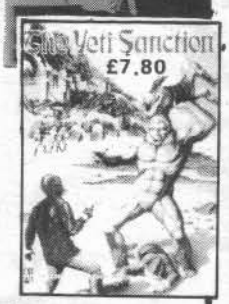

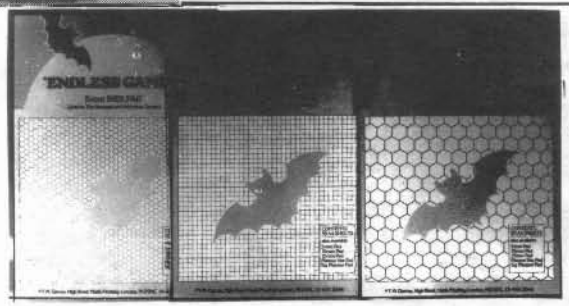

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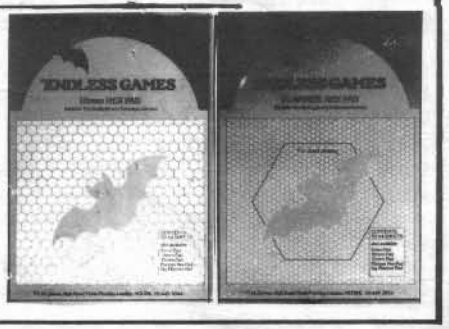

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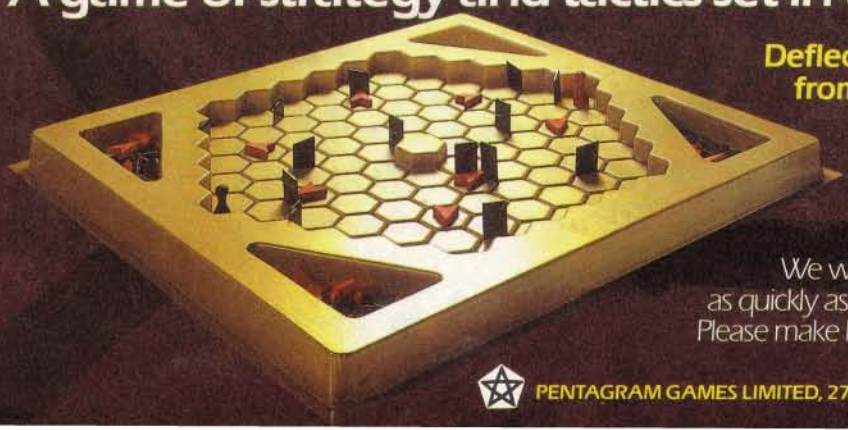

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Crawling Chaos *is a bimonthly column for players of Call of Cthulhu, edited by Marc Gascoigne.*

THE PRICE IS RIGHT

by Marcus L Rowland

Many Call of Cthulhu *players base their campaigns in Britain rather than the USA, but find many problems in acquiring source material for the time without a good deal of painstaking research work. To remedy this, British* Call of Cthulhu *writer Kimball Bailey is assembling a mammoth sourcepack for the time. Until this appears, however,* Crawling Chaos *will be presenting some of its own material on the subject, starting this month with some general information on coinage and prices, and some especially useful sourcebooks. – MG.*

In the 1920s Britain was a wealthy nation, but wages, salaries, and prices were lower than their American equivalents. This makes it necessary to convert the income of player characters for the British setting. As a simple guide, the exchange rate through most of the decade was five dollars to the pound. To find the income of a British investigator, generate the character as an American, then divide the dollar income by six to give income in pounds. British investigators have less spare cash than their American colleagues. However, they are wealthy by most standards, since the average income is far lower than that of most player characters. By comparison, a typist might earn less than four pounds a week, an airline pilot at the end of the decade only earned £450 a year. Henry Pierrepoint, the Official Executioner, was paid £10 a hanging, his assistant only two guineas.

Until 1971 the pound was divided into shillings and pence, at twenty shillings to the pound, twelve pence to the shilling. Prices in shops might be shown in various ways, for example:

2s 6d or 2/6 = Two shillings and six pence (12½p)
£1 5s 0d or £1/5/– or 25/–
= One pound and five shillings (£1.25)

A slang term for money, derived from the symbols used for the main currency units, was 'LSD'. This may cause modern players some confusion!

To add to the complexity there were also coins for a half-penny (½d, usually pronounced 'ha'penny') and a quarter-penny (¼d, or farthing). A table of British notes and coins with values and approximate decimal equivalents follows:

Coin/Note	*Value*	*Decimal*	*Notes*
Farthing	¼d	.104p	
Halfpenny	½d	.208p	Pronounced 'Ha'penny'
Penny	1d	.416p	
Three-penny bit[1]	3d	1.25p	Nickname 'Joey'
Sixpence	6d	2.5p	Nickname 'Tanner'
Shilling (12d)	1s	5p	Nickname 'Bob'
Two shillings	2s	10p	Florin
Half Crown	2/6	12.5p	
Crown (rare)	5/–	25p	
Ten shillings	10/–	50p	Bank note
Pound (20s, 240d)	£1/–/–	£1.00	Bank note
Sovereign (rare)	£1/–/–	£1.00	Gold coin
Guinea	£1/1/–	£1.05	No note or coin[2]

[1]A silver coin, not the eight-sided coin introduced in 1937.
[2]An obsolete unit of currency, generally used for expensive purchases (eg clothing, jewellery) and for medical and legal fees. Originally a gold coin.

Notes over £1 were rare and could probably not be changed by smaller shops. Gold sovereigns were legal tender but rare, and were worth more as gold than as coins. Britain reverted to the pre-war gold standard in 1925, to speed repayment of war debts, but this caused inflation and was later abandoned.

The following prices are typical of Britain in this era, and include those for pounds, shillings, and pence and their approximate decimal equivalents:

Item	*Cost*	*Decimal*
Bacon, pound	1/5	7p
Bread, 4 pounds	1/–	5p
Butter, pound	2/–	10p
Cheese, pound	1/5	7p
Coffee, 4 ounces	1/4	6p
Eggs, dozen	2/2	11p
Beef, pound	1/–	5p
Steak, pound	1/5	7p
Beer, pint	6d	3p
Whisky, bottle	15/–	75p
Brandy, bottle	11/2	56p
Rum, bottle	12/–	60p
Cigarettes (20)	1/–	5p
Tobacco, ounce	1/–	5p
Semi-detached house (3 beds)	£600	£600
Luxury hotel room (night)	8/6	42p
Overcoat	£5/10/–	£5.50
Shirt	12/–	60p
Shoes	£1/10/–	£1.50
Suit	£3/10/	£3.50
Postage (up to 3oz)	1½d	Under 1p
Registered letters, to above add	3d	1p
Newspaper	1d	Under 1p
The Times	2d	Under 1p
Hardback novel	7/6	37p
Windup Gramophone	£7/17/–	£7.85
Upright piano	£50/–/–	£50
Valve radio & headphones[1]	£21/–/–	£21
Crystal radio[2]	£2/–/–	£2
Recording barometer	£9/7/6	£9.37
Zeiss microscope & 6 lenses[3]	£48/8/6	£48.42p
Portable microscope kit[4]	£46/19/–	£46.95
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Sample dissection kit	£1/15/–	£1.75
Reading glass, 2.5 inches	4/3	21p
Reading glass, 5 inches	18/6	92p
Magic lantern projector[5]	£24/–/–	£24
First Aid kit	£2/10/–	£2.50
Bicycle	£6/–/–	£6.00
300cc motorcycle	£38/15/–	£38.75
4 mile urban bus ride	4d	2p
200 mile train ride	£1/4/–	£1.20
Baby Austin[6]	£175/–/–	£175.00
4 seat saloon (average)	£300/–/–	£300.00
AC sports car (2 seat)	£500 +	£500 +
Bentley 3-litre Sports	£1000 +	£1000 +
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Spring cruise to Norway (12 days)	20gs	£21
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Cruise around world	£250	£250
Air Charter, London-Paris (1920; one way in 2-seater)	£50	£50
Scheduled flight, London-Paris (1923; return by airliner)	£12	£12
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Shotgun/Rifle combination, various bores[7]	£29/5/–	£29.25
Bolt action high velocity rifle & sights[8]	£29/15/–	£29.75
Short magazine Lee Enfield rifle, match tested[9]	£11/10/–	£11.50
Revolver ammunition, 100	5/–	25p
Shotgun cartridges, 50	10/6	52p
Rifle ammunition, 100	7/–	65p
High velocity rifle ammunition, 100	15/–	75p
Gun licence (not required for shotguns)	10/–	50p

[1]Requires lead-acid accumulators, charged at a garage or wireless shop. First voice radio broadcasts, 1920, BBC established 1922.
[2]Requires long complex wire aerial, length at least equal to wavelengths of transmission.
[3]Hospital or professional research model.
[4]Designed for portable field use by medical missionaries.
[5]Epidiascope. Shows magic lantern slides (made from large roll film), also images of books placed under a special mirror system.
[6]Maximum speed 45mph, seats 2 adults and 2 children.
[7]An 'Under and Over' gun has a shotgun barrel over a rifle barrel. Both are single shot breech loading, and used with a 5% penalty on the relevant skill. Firers most roll under 5 × DEX to avoid pulling the wrong trigger.
[8]As .30-06 bolt action but range 125 yards.
[9]As .30-06 bolt action but add 5% to skill.

USEFUL SOURCES

The following were used as source material for this article:

Dr H Priestly – *The What it Cost the Day Before Yesterday Book*
R J Unstead – *The Twenties*
Robert Wall – *Airliner*
Baird & Tatlock Ltd – *Standard Catalogue of Scientific Apparatus 1927.* □

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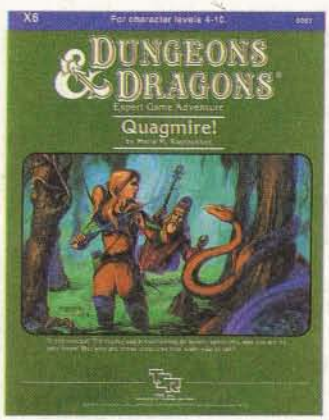
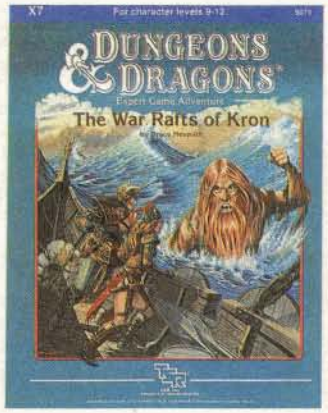
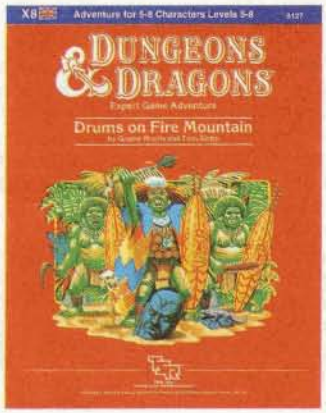
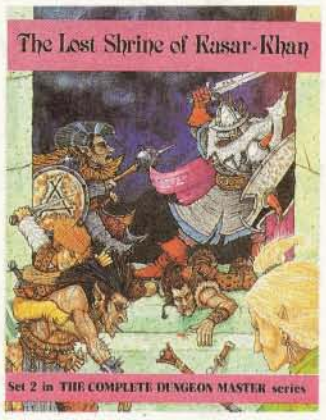








X6 QUAGMIRE! £4.95
X7 THE WAR RAFTS OF KRON £4.95
X8 DRUMS ON FIRE MOUNTAIN £4.95
RPG Scenarios
TSR Inc

All these scenarios are written for the *D&D Expert Game*, and call for characters of levels 4 through to 12. *Quagmire!* should be a useful acquisition for any *D&D* player, particularly as a first excursion into a fully fledged wilderness. The module promotes a whole 'experience', a total environment and ecosystem, with background colour and depth which more localised scenarios and modules lack. The designers have done a good job in describing large areas of wild lands, giving inspiration and yet not pedantic detail to DMs with players itching to see a bit of their characters' world and feel it come to life.

In addition to all this are specific details for encounters and 3 locations for adventure. The Quagmire of the title is the name of a city that the characters set off in search of at the beginning of the adventure. It is a superb piece of original design, being a whelk-shaped 'spiral city' built by a dead race in the Serpent Peninsula, located (like all these scenarios) in the *D&D* world invented by *TSR*. No doubt DMs will want to dress up the city a little to add to the scenario as it is a little sparsely populated – indeed, one of the best facets of 'live' adventures (rather than 'set' dungeons, etc) is that they are easily tuned up or toned down to suit the DM's players, and feature many more problems than mere monsters, without having to resort to evermore ridiculous tricks and traps. The weather, the fatigue of travel, disease, the question of provisions, etc, all play a major part in the characters' concerns, and this increases enjoyment of the game no end. A very good scenario.

The War Rafts of Kron is another departure from the normal idea of adventuring and takes the characters under the waters of the Sea of Dread, a sea infested by all sorts of nasty beasts, once again to save an oppressed people and loot the bad guys at the same time.

The module is split into several different sections. The introduction details rules for events and encounters underwater, and does for *D&D* what the *DMG* did for *AD&D* in this respect. The next section starts the adventurers off with the reward of their own tropical island dangled before them – and the knowledge that all others have failed so far! The players must discover who or what is raiding vessels on the High Seas and causing so much distress to shipping. The last straw was the recent capture of the obligatory princess.

Good use of imagination and fantasy is made by the designers (this time Merle Rasmussen is responsible), providing unusual and exciting play situations to last a number of sessions. There is also a carefully worked out background which allows characters to move freely between encounters and work things out for themselves rather than be channelled from one to another in series. Overall, this is a worthwhile contribution to the *D&D* stable.

Drums On Fire Mountain is a recent module from the excellent (is that what the X is for?) *TSR UK* design team of Graeme Morris and Tom Kirby – it's a pity they misspelt Graeme's name on the front cover though! Another welcome addition to the range of *D&D* scenarios, and once again set in *TSR's* standard *D&D* campaign world, although this has recently been badly mutilated by the *Companion Set* modules. The action is set on a volcanic island south-east of a major empire, and has a mainly Polynesian flavour, with a hint of Amerind and African overtones. Such a setting is ideal for translation into any on-going campaign, as the island is geographically isolated and unrelated to other powers in the world.

The players are given a full briefing by the Master of the Seafaring Merchants Guild and then are off to face a vicious tribe of green-skinned demi-humans who worship a pig 'god'. The module contains a lot of thoughtful detail and plenty of attention has been paid to the society, history and the whole atmosphere of the island. There are many exciting (and even humourous) encounters and players and DM alike should find the scenario very satisfying. Intelligence has been used in developing the scenario's rationale and balancing it in favour of player skills and enjoyment. Highly recommended.

	X6	X7	X8
Complexity:	8	8	7
Skill:	7	8	9
Production:	7	7	8
Value for money:	8	7	7
Overall:	8	8	8

Graham Staplehurst

DL5 DRAGONS OF MYSTERY
RPG Supplement
TSR Inc £4.95

To some extent, players will have been so overwhelmed with background information in the *DragonLance* modules that the style of the setting and adventures will be as familiar as any campaign world can be. However, *TSR* obviously feel that both DMs and players would appreciate yet more background to the world of Krynn and perhaps some hints of the adventures still in the pipeline and yet to be produced. To this end, they have come up with *DL5, Dragons of Mystery*, essentially a 'sourcebook' for Krynn. I put the word in quotes because its actual use and value is questionable. Much of the information is repeated to a greater extent in *all* the modules (completely unnecessarily), while the ten or so pages of new material is insubstantial and too shallow to be of practical use. Various points hinted at in the modules are not expanded here and the only really interesting notes are those on the Dragons of Krynn: the designer's note in the introduction that the project is seen to some extent as a 'showcase' for the twelve varieties of dragon (there are intended to be twelve modules eventu-

ally), and the extra details are welcome.

Overall, there is plenty of information contained within the modules themselves for DMs, and I would not recommend the sourcebook even for the continental map – this is going to be little use to the players except for papering a spare wall.

Ease of Use:	6	**Value:**	6
Usefulness:	6	**Production:**	7
Overall:	6	**Graham Staplehurst**	

THE LOST SHRINE OF KASAR-KHAN
RPG Scenario
Integrated Games **£4.95**

The Lost Shrine of Kasar-Khan is the second scenario in the *Complete Dungeon Master* series, offering a complete ready-to-run package including scenario, background notes, various maps and scrolls to hand out to players and a set of tailor-made floor plans.

The module has been designed to run with virtually any FRP game system, with the statistics for NPCs, monsters, etc, being given for both 'experience level' based systems like *D&D* and 'percentile skills' based systems such as *RuneQuest* (although the details of the denizens of the shrine and their cult have a distinct *RQ*-ish flavour). The background notes to the scenario are good, sufficient being given for the module to stand alone; while it is also compatible with the first module in the series, *Hall of Dwarven Kings*. It can, with the necessary modifications, easily be fitted into the DM's own world. There is quite a lot for the DM to assimilate – this is not a module that can be run with minimal preparation.

The presentation of the module is well done, continuing the concept of providing virtually everything one could possibly need for play. A nice feature is the plan of the whole complex, along with essential notes and a quick index to the detailed room descriptions, printed on card solid enough to be used as part of a referee's screen. I also like the way in which the NPC and monster stats are printed separately on fairly tough card, eliminating wild thumbing through the module at a critical moment.

For all those who use figures in their gaming, the inclusion of specifically designed floorplans will be an attractive feature – these are in the familiar *Endless Plans* format, and include several special items such as the actual sanctuary of the shrine, slime-covered areas and so on. However, the most striking of the 'extras' is the collection of documents to be passed out to the players: a map, fragments from the local version of the Book of Common Prayer, a page from a past adventurer's diary and more. Some of these can be used to direct the players to the shrine, while others may help them cope with what is within.

Despite all these excellent features in presentation, I find the dungeon itself rather lacking in originality until the later stages. This, however, is my only quibble with a module which overall pays much attention to those little details that make an adventure just that little bit special for DM and players alike; a worthy effort that bodes fair to set new standards in scenario presentation.

Complexity:	8	**Skill:**	7
Production:	9	**Value:**	8
Overall:	8	**Megan C Robertson**	

AD&D BATTLE SYSTEM
RPG Supplement/Wargame
TSR Inc **£15.95**

Compatible with both *D&D* and *AD&D* (although strangely only *AD&D* is mentioned on the box), the *Battle System* expands both RPGs into the realms of mass combat. It comes in an impressively fat box, containing a rulebook, a book of scenarios, a booklet of 24 army and hero roster tables, eight sheets of die-cut counters, eight sheets of '3-D Adventure Fold-Up™' figures, two 25mm metal figures for use as leaders, and a booklet entitled 'The Art of Three-Dimensional Gaming'.

The rules themselves are organised into three sections – Basic, Intermediate and Advanced. The scenario booklet has one battle for each level of play, plus a 'bonus' *DragonLance* battle scenario, set at the same time as the *DL2 AD&D* module.

The rules are concise and well-written – I was initially put off by the slim nature of the rulebook, but I couldn't think of anything that wasn't covered somewhere. The *Battle System* interfaces with both *AD&D* and *D&D* almost painlessly; it takes most of its basic stastistics direct from the rulebook of either RPG, and there are no complicated conversions to do. It can handle any monster, character and attack form in either game, and any new ideas provided that *AD&D* or *D&D* stats are supplied. Being dependent on the RPG systems, of course, it can't stand on its own as a wargame like *Warhammer*, but since it was designed specifically as a supplement rather than a *D&D*-compatible wargame, there is no reason why it should.

The Basic game is a simple skirmish wargame covering the basics of movement, morale and melee. Regulars, skirmish troops and mobs are covered, as well as basic formations. One thing I noticed is that some neglected features of the RPGs take on an awesome significance when blown up to the mass combat scale – skeletons taking half damage from edged weapons, for example, or spears doing double damage when set to receive a charge.

The Intermediate game begins to interface the mass combat with individual RPG action. Player characters or major non-player characters can join or lead units, or they can rampage round the field on their own as heroes. This last option will appeal to many players, and the rules for a single hero taking on entire enemy platoons are straightforward and reasonable. Also in the Intermediate game are rules for missile fire, terrain effects on movement, cavalry and chariots and a few standard tactics. One rather peculiar rule lays down that a cavalry unit consists of both mount and rider, and the death of one always puts the other out of action, even in the case of kobold riding a dragon.

The Advanced game fills in the remaining gaps. Weather is dealt with, although it is always assumed to be ideal unless someone can use weather magic, and night battles also get a brief mention. The bulk of the Advanced rules cover special monster abilities and magic, but this is done simply and effectively by breaking each down into classes (such as poison, artillery, creating troops, healing and so on), and each class is treated as a single generalised case.

This may sound like a lot to cram into a 32-page booklet, but the rules are neither cramped nor skimpy. They have obviously been very carefully put together, and when taken together with the RPG rules, they can cover just about any situation. It does help to have a referee who knows the RPG rules thoroughly, especially in the Advanced game.

Battle System's other components are of a uniformly high standard. The 801 die-cut counters in particular are of excellent quality, and *Battle System* scores over *Warhammer* here in that you don't need to spend a fortune on figures before you can start playing. The 3-D fold-up figures are cardboard cut-out-and-stick models of artillery, walls, trees and the like for use on battlefields. Although they might come in handy from time to time, they do seem a little unnecessary – the catapults could have been done just as well on counters, and the extra eight pages of full-colour heavy card must push the price up. I felt the same about the two metal figures and the '3-D Gaming' booklet – nice, but expensive and unnecessary.

As a supplement to *D&D* or *AD&D*, the *Battle System* does what it sets out to do, and does it very well; it may not be as detailed as some fantasy wargame rules, but is is adequate for the requirements of most role-players, and can be used quite easily by anyone familiar with *D&D* or *AD&D*. It's a good system, easy to learn and great fun to play, but I wonder if there will be the demand for it, especially with expensive and unnecessary bits and pieces pushing the price up. *Battle System* deserves to be given a chance; but I'm afraid that it may have priced itself out the market from the start.

Complexity:	5-7	**Value:**	6
Ease of Use:	8	**Usefulness:**	7
Production:	9	**Skill:**	9
Overall:	8	**Graeme Davis**	

Critical Mass *is a regular fantasy and science fiction book review column, by Dave Langford.*

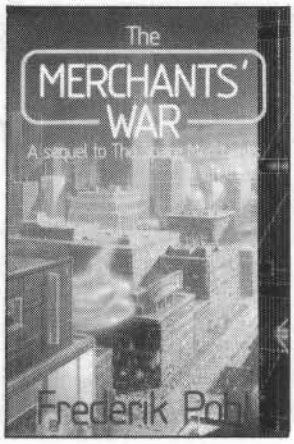
SON OF REPRINTS

Imagine my feelings of embarrassment and eerie power when I study the review puffs on a new paperback, to find that one of the more witless quotations is from me. The unease struck with double force on the arrival of *The Frozen City* [Arscott & Marl, *Unicorn* 231pp £2.95: 'Curious' – *White Dwarf*]: *both* quotes were from a disguised Langford. My next ambition is to publish some review in three places ('This book's lack of literary talent is truly amazing') and appear thrice on the paperback jacket. 'Truly amazing' – *Starlight SF*. 'This . . . literary talent' – *Starburst*. 'This book . . . ' – *White Dwarf*.

Some books feel different the second time round, making me glad I wasn't quoted. Larry Niven's *The Integral Trees* [*Futura* 240pp £1.95] has a brilliantly dotty astrophysical setting in the 'Smoke Ring', a vast free-fall environment: but the book contains nothing else. Lifeless characters get pushed around in a travelogue plot, with the good things far too thinly spread – a grain of caviar, a pound of suet pudding. Harry Harrison's *West of Eden* [*Granada* 578pp £2.50] has another too-simple plot outweighed by research: real linguists and biologists helped assemble this impressive alternate world of evolved dinosaurs, with research spilling over into a 40-page appendix. You can only groan when after all this painstaking groundwork, the victory of Red-Blooded (though Primitive) Americans over Vile Colonialist Dinosaurs depends on hoary SF banality, the bioengineering reptiles having invented everything except fire extinguishers.

More reissues! *Gollancz* offer three of Robert Sheckley's episodic novels, all £8.95: *Journey Beyond Tomorow* [189pp 1964], *Mindswap* [216pp 1966] and *Dimension of Miracles* [190pp 1968]. The first is good-humoured satire, a glorious send-up of Cold War hopes and fears; the others are even funnier but less classifiable. Sheckley, a master of insane logic, was writing Douglas Adams material long before it occurred to Adams. Further ingenious insanity appears in *The Cosmic Puppets* by Philip K Dick [*Granada* 143pp £1.95 1957], long unavailable: though a bit too terse and schematic, it bubbles with Dick's engaging paranoia and dodgy reality. The gloom of Greg Benford's *Across the Seas of Suns* [*Orbit* 399pp £2.95] is grimmer and more technological, a slightly plodding hard-SF saga. Earth writhes under an alien invasion which is nightmarish because it's casual; meanwhile the starship *Lancer* explores the puzzle of Something Out There which hates life. (What evil lurks . . . ? Fred Saberhagen knows.) Loaded with careful craftsmanship and clever effects, it never quite reaches escape velocity.

If it isn't reissues, it's sequels. *The Merchant's War* [*Gollancz* 209pp £8.95] is Frederik Pohl's follow-up to his and Cyril Kornbluth's classic advertising satire *The Space Merchants*. Alan Craddock's jacket painting is a tongue-in-cheek vision of a 50s future . . . helping emphasize that *The Space Merchants* (1953) requires no sequel. Trying to outdo the original book's batty sales ploys (addictive coffee substitute, ads projected directly onto the retina), Pohl goes over the top with nonsense about careless lookers at billboards being instantly, irreversibly conditioned to drink 'Mokie-Coke'. The original 'comic inferno' ended with the hero's escape to Venus: the hero of *The Merchant's War* stays on Earth and reforms it, with a priggishness which wrecks the satire. It's easy reading, but a completely unnecessary book. Pohl also offers *Demon in the Skull* [*Penguin* 172pp £1.95], a negligibly improved and modernized version of his 1965 fantasy of power, *A Plague of Pythons*. The punchline's still good, but Pohl used it more effectively in a short-short story . . .



One sequel I'd looked forward to was Piers Anthony's *Bearing an Hourglass* [*Granada* 383pp £2.50]. The first 'Incarnations of Immortality' book was his best in ages; this, alas, instantly converts the innovations into formula, as again a newly-appointed demigod (Chronos) assumes his role, meets his comrades, discovers Satan to be not nice, and triumphs by realizing his own powers . . . but far more feebly. Death (in book 1) struggled with potent moral problems: Chronos suffers great chunks of semi-humorous fantasy which reads like rejected 'Xanth' material. Death won by logic and courage: Chronos wins by playing endless games of Twenty Questions with a dumb (in every sense) oracle which dishes out information according to the needs not of the enquirer but of the plot. The interesting ideas get buried in the dross.

Damiano's Lute by R A MacAvoy [*Corgi/Bantam* 254pp £1.95] follows on from *Damiano*, which I liked for style and unexpectedness. These qualities continue as ex-mage Damiano wanders through plague-ridden Renaissance Italy: it's not often that a major character, who you 'know' must survive to the end of the trilogy, gets offed by plague in book 2. But though it reads well, the characters seem thinner, flatter, less convincing this time around. That's the trouble with writing well, Ms MacAvoy – the blasted critics expect you to write even better.

Somewhere on the twilight edge where fantasy shades into industrial archaeology, M John Harrison goes his own entropic way. *Viriconium Nights* [*Gollancz* 158pp £8.95] offers seven polished stories set in and around the shifting metropolis of *The Pastel City, A Storm of Wings* and *In Viriconium*. They have a precise, exotic sleaziness, leaving you with uncomfortable images: insect-masks recur, and the Mari Llwyd (the rib-boned horse-skull of folklore), and technological decay (as with the unforgettable, filthy power-weapon of the first story). I like them. I think.

More fantasy of a sort comes from that increasingly productive author J R R Tolkien, with *The Lays of Beleriand* [*Unwin* 393pp £14.95]. The book comprises poetic experiments, covering some of the *Silmarillion* ground: Turin and Nargothrond in an imitation of Anglo-Saxon alliterative verse, Beren and Luthien (yet again!) in rhymed couplets. Thanks to ponderous notes, alternative readings and revised versions, it's quite hard to find Tolkien's own bits . . . A few gleams of humour come from C S Lewis' 15-page critique of an early draft: for the rest, poor old Tolkien lies entombed and fossilized in earnest commentary, like a set text for Eng Lit.

Isaac Asimov is also looking fossilized, in his detective collections *Banquets of the Black Widowers* [*Granada* 212pp £8.95] and *The Union Club Mysteries* [*Granada* 240pp £1.95]. Each set of stories has a rigid, formulaic setting. The starting situation is always the same, a problem is propounded, and a solution issued either by Henry, modest know-all and waiter at the Black Widowers' dinner club, or by Griswold, the Union Club's immodest know-all. (Both strongly resemble Isaac Asimov . . . especially Griswold.) I like detective stories, but Asimov tries the patience with trivial, moronic 'puzzles'. Example: someone reveals in a dying message that he's hidden the Secret Formula *inside* a library book. The book is examined. Nothing there. Until the Great Detective thinks of looking where no one else had suspected, *inside* the little pocket for the library card!! The prosecution rests, m'lud.

Circumpolar! by Richard Lupoff [*Granada* 352pp £2.50] combines alternative history (it's the 1920s; the War ended in 1913), alternative geography (Earth is the shape of a squashed doughnut), nut-cult science (the hole at the pole, lost Mu, magnetic levitation, etc) and pleasant silliness: a Great Air Race to the world's uncharted flipside, von Richthofens vs Charles Lindbergh and Howard Hughes. It goes on a bit long and it grossly libels the Red Baron, but it's amusing. There's no room to mention Arthur C Clarke's glossy *The Sentinel* [*Granada* 299pp £2.95] or to add that it's a welcome collection despite padded layout and grotty art, or to discuss the eight stories (1946-1972), since if I write any more I'll be cut off in mid– [*Yes – Ed.*] □

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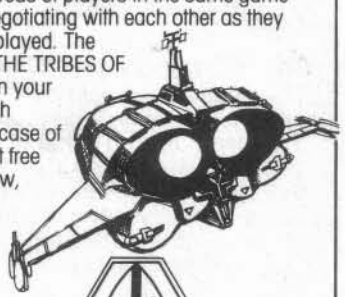

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A Golden Heroes and Champions Adventure

REUNION

by Simon Burley

Reunion is a Superhero adventure following directly on from *Crossfire*, the scenario given in the *Golden Heroes* Supervisor's Book, although it can be played using any Superhero rules provided the statistics of the characters and items involved are changed. To aid conversion, many of the statistics have been kept to the end of the adventure.

BACKGROUND

In *Crossfire*, the Princess M'krell of High Illana was ambushed in earth's solar system. Her yacht was destroyed and she was hurled to earth in her royal space armour, to meet the inhabitants of that planet and have series of adventures there.

Fragments of her ship were also drawn into the earth's gravitational field. Most burnt up in the atmosphere but four of the largest and most important fragments reached the ground in one piece. These have been scattered throughout the globe.

Illanian ships are not built according to any technology that earthmen would understand. They are grown in vast seas of semi-sentient fluids. They are crystalline, indescribably beautiful and alive. The energy matrices laced throughout the ships act as independent minds which are sensitive to the desires of the ship's controllers.

The four shards of M'krell's yacht are no longer beautiful, having been worn to smooth stones by their passage to earth. They are, however, still alive and seek to use the natives of this planet to reunite them, rescue M'krell and rebuild the ship so that it can return to Illana.

The ship's defence mechanism was found by a head-hunting tribe in South America. Drawn by its inner glow, they took it back to their village and placed it in their sacred spring. The witchdoctor and the tribe's three champions drank of the spring and absorbed some of the substance of the shard and fell under its influence. Through their minds, the shard perceived itself as G'ru, sister to the mountains. It began to plan its return to space, but for this it needed its brothers and they were too far away for the primitive tribesmen to acquire.

Then, one day, the head-hunters managed to capture a rare delicacy – a British explorer and gentleman of fortune by the name of Wesley Fetherington. He was dragged to the sacred spring and forced to drink. Seeing the stone in its depths, he grabbed it and used it to lay about the natives, killing several before G'ru's influence finally put him in thrall. Using his knowledge as an explorer and ex-soldier, Fetherington has set out with G'ru and the tribe's champions to recover the other three shards and reunite them.

Several months have passed since the events detailed in *Crossfire*.

THE PROTAGONISTS

The characters should be a small group of experienced heroes, preferably having adventured in the *Crossfire* scenario. Since the adventure can continue to its climax whether the heroes succeed or not, the exact power level of the team is not critical but 'streets' level heroes would be more suitable than cosmic mega-stars. Heroes with the ability to circumvent normal scientific protection (through *Psionics* or *Magic*) could prove to be a problem initially.

Wesley V Fetherington

Late of the Red Berets (he was a Major), Wesley Fetherington is a tough and wily soldier of fortune in his late forties. His army training makes him a formidable enough opponent and possession of G'ru makes him nearly invincible.

Fetherington believes that he is following his own plan to acquire the shards, but he is really under the control of G'ru. Such a plot is not consistent with his usual personality and he will attempt to free himself from the shard's power if presented with someone from his past (a Corporal from his regiment, his estranged wife, etc) who questions his actions. Such characters will not appear by accident, however, they must be located by the heroes researching into his background.

When in battle, Fetherington is a typical military commander making good of his rather unusual forces. He will give his name and rank negotiating with the heroes (for their surrender, etc).

Witchdoctor

One of the tribesmen brought along by Fetherington, this mud-and-grass-bedaubed rattle-shaking apparition has had his natural abilities boosted by G'ru. He can now actually control the weather to small degree and has minor magical powers. He will cease to use his powers if his tribal totem is torn from his grasp, though he could probably manage without it. He can make a new totem between fights.

Blowpipe

The tribe's finest exponent of this weapon has been advanced so that he is a crack shot by any standards. He uses several types of dart coated with poisons distilled from the venom of rain-forest creatures. The most basic of these are *Sleep, Paralysis* and *Poison*.

Bow

Though not quite as accurate as the tribe's blowpipe expert, this tribesman tends to do a bit more damage when he hits. He uses the same sort of venoms as his fellow tribesman.

Champion

The best fighter of the tribe is a massively muscled creature. He is about as strong and tough as a human can possibly be, but that is the only advantage he has.

Note: All of the tribesmen are wearing their native grass-skirt clothing and have their teeth filed to a point. None can speak English but G'ru enables Fetherington to communicate with them in their native tongue.

Thugs

As well as the tribesman, Fetherington has been able to acquire the help of about twenty low-grade thugs. They can keep whatever they want from the 'jobs' he intends to pull except for the shards themselves. Though he will keep a few back from each raid as a reserve, Fetherington will sacrifice those he does use in order to ensure the escape of himself or his tribesmen. The thugs know nothing of the powers of the shards but do know where he is to strike next and can detail the tribesmen's abilities.

THE SHARDS

The shards represent four major functions of M'krell's yacht; its defensive, offensive, propellent and space-warp systems. Without the numerous back up crystals they require, each shard has but a fraction of its original power, though this is still more than sufficient on a backward world such as earth.

Defence: G'ru, Sister to the Mountains, grants total invulnerability to its wielder. No force can pierce its protective shell, though it is possible to knock the wielder back or blast the floor from under him etc.

Offence: Named by G'ru as N'ra, Brother of Lightning, this shard has the ability to fire powerful energy beams.

Propellent: B'ri, Daughter of the Wind, gives the ability to

fly, even in space (though it does not grant the ability to breathe there).

Warp: K'ro, Father of the Abyss, gives its wielder the ability to teleport over short distances.

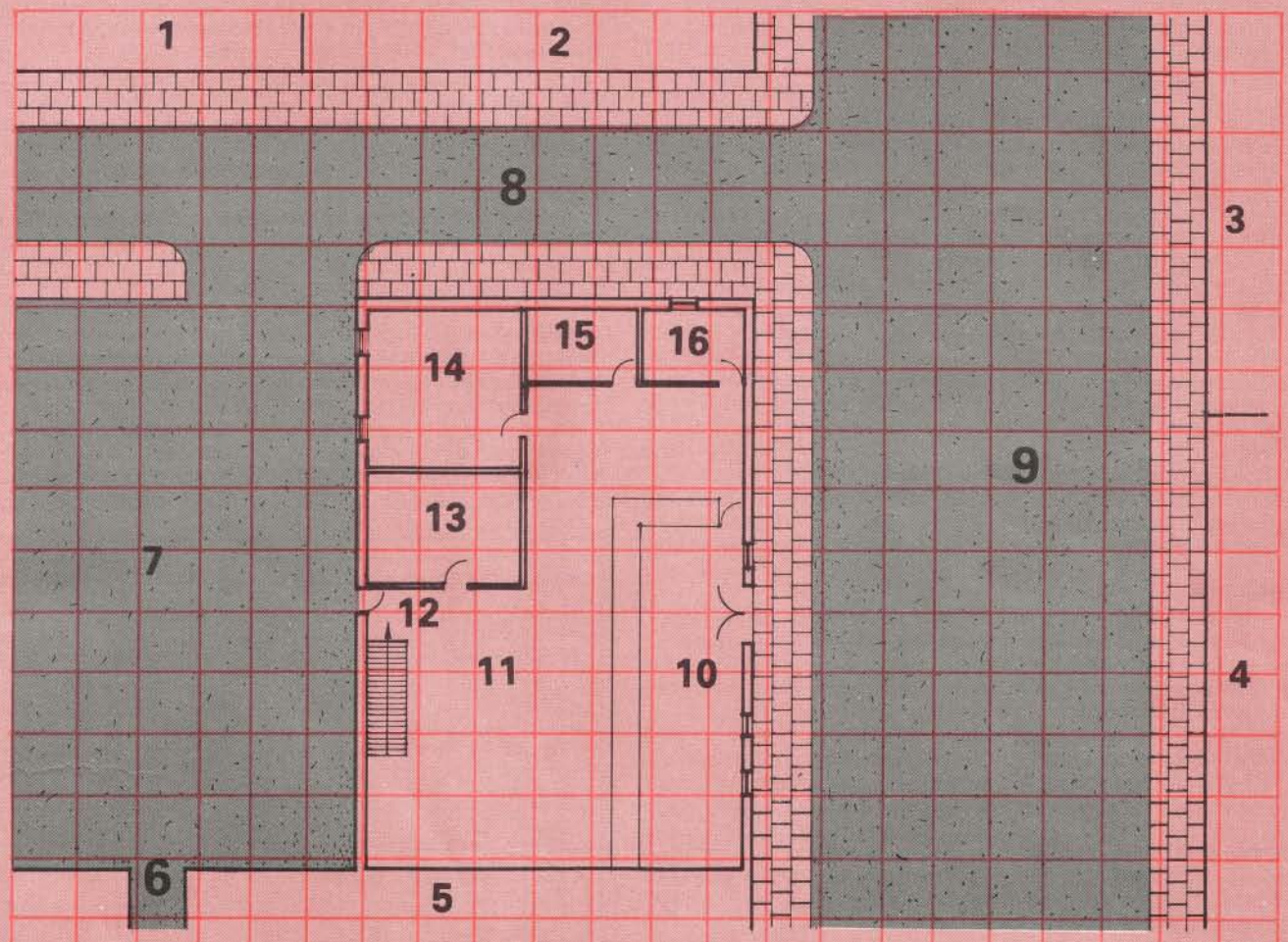
Each shard can only be wielded if it has accepted its holder. It will make a mental attack on the holder. If successful, the holder can use its ability but it will also show him or her where the other shards are and command that they are acquired.

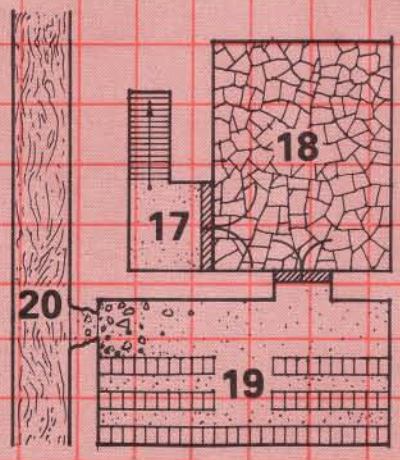
When all four shards are assembled in one place, they will fuse to form the central core of a new ship. This core will have the abilities of all four shards but magnified several times. It will be capable of independent action and will seek to dominate the earth and use its resources to rebuild the ship. Anyone caught holding the shards when they fuse will be incorporatd into the core which will be then able to utilise their powers and abilities as well as its own.

Note: This is the major balancing factor of the scenario. If the heroes are a weak team, then the core will be assembled by Fetherington. If, however, the team is a stronger one and they succeed in amassing the shards then they will be short one team-member and have to face his/her powers in addition to those of the core.

PLOT

Unlike most superhero scenarios, *Reunion* does not have a linear plotline through which the supervisor and players are forced to play. The referee has been given the background and the protagonists. The three resting places of the other three shards and an outline of Fetherington's plans to seize them follow. It is up to the individual supervisor to decide in which order the three settings are visited and over what sort of time period. Some may prefer a frenetic chase from battle to battle in the space of a few hours whilst others may prefer to spread events out over the course of a week, allowing the heroes a chance to do some detective or preparatory work (such as





Map 1: The Bank

1square=2 metres <2m×2m>

locating Fetherington's wife or researching his military record).

In addition to the settings, several options are given to allow the supervisor to add additional twists to the plot should he/she want it to be more confusing for the players!

SETTINGS

Each of the shards has endeavoured to come to Britain as this is the place where M'krell's space armour landed. Each shard is in one of the three settings given below.

THE BANK (Map 1)

N'ra, Brother of Lightning, was found in the Middle East by the son of a rich oil sheik. Suspecting it to be valuable, he has brought it to England to be valued. It is currently residing in the vault of a local bank in a safety deposit box.

The bank has a staff of six. There will be 1-6 customers at any time and the streets outside will contain 2-12 civilians with a 1 in 6 chance of there being a constable nearby on his beat. The bank manager is not overly brave and will take villains down to the vault if his life is threatened.

Key

1-5. General shops (camera shop, fast food bar, chemist, shoe shop and supermarket respectively). All have plate glass frontages.
6. Small alleyway.
7. Bank's car park.
8. Sidestreet (leading to car parks behind shops, etc).
9. Main road through town centre.
10. Bank foyer.
11. Desks, etc, where most of the bank's business is conducted; cashiers' counter.
12. Rear door and steps down to vault.
13. Surface vault, containing documents, etc.
14. Manager's office.
15. Stationery room.
16. WC.
17. The vault, stairs up to the bank.
18. Strongroom, entrance through barred doors.
19. Safety deposit boxes.
20. Sewer. The hole marked is the one Fetherington will blast.

Seizing N'ra

To get N'ra, Fetherington will use ten thugs. Four will drive up front and rear and attempt to rob the bank in the usual way. Using the noise this creates as a diversion, he will blast into the safety deposit room from the sewer where he, his tribesmen and two further thugs will be waiting. The three-pronged assault will be co-ordinated using walkie-talkies. Fetherington and the tribesmen will escape down the sewers (he has a map) with the two thugs covering their escape. The other thugs will escape in cars taking whatever they can lay their hands on.

THE MUSEUM (Map 2)

B'bri, daughter of the wind, fell in Africa where it was recovered by a British expedition and brought back to be placed in a display case in the local museum.

.The museum is a small one run by a curator, 3 guards (only one of whom will be in the entrance hall where the shard is displayed) and 2 ladies who sell postcards and cups of tea. There is an attendant in the car park and the museum entrance hall and grounds will contain 2-12 visitors.

Key

1. The street outside is a quiet one in a backwater of the town's business district.
2. The museum carpark (with the attendant's hut and an elavating barrier to the entranceway).
3. Gravel paths leading from street and carpark through the grounds to the museum. Signs on the grass request that visitors keep to the paths.
4. Trees and bushes.
5. The main entrance hall. Signs point to the various sections of the building. The hallways are lined by display cases.
6. A small counter at which it is possible to purchase guidebooks, postcards, drinks, etc.
7. A combination storeroom, kitchen and rest-room for the staff.
8. Anteroom; each one is devoted to a particular subject (eg phosphorescent rocks).
9. A glass case containing a selection of semi-precious stones including B'ri.

Seizing B'ri

Fetherington will use a simple, direct plan due to the lack of security at the museum. He will use 5 thugs. There will be three vehicles, each containing a driver. One will contain the tribesmen, another Fetherington and 2 thugs whilst the third will act as an emergency reserve escape vehicle. Fetherington and 2 heavies will enter the museum, smash the case in the entrance hall and grab B'ri. Their escape will be covered by Bow and Blowpipe from the cover of nearby trees. They will use all three vehicles to escape, scattering in three separate directions. The thugs know little of the value of the contents of the museum and are likely to come away with handfuls of semi-precious stones and fossils.

THE PARK (Map 3)

The only section of the Illanian ship to fall to earth on Britain was K'ro, Father of the Abyss. It is buried deep in the earth under a local park. The park is a large one on the outskirts of town and K'ro is buried in a rather secluded, neglected and run-down corner. There is a 1 in 6 chance that a family of 1-3 people will be walking their dog nearby.

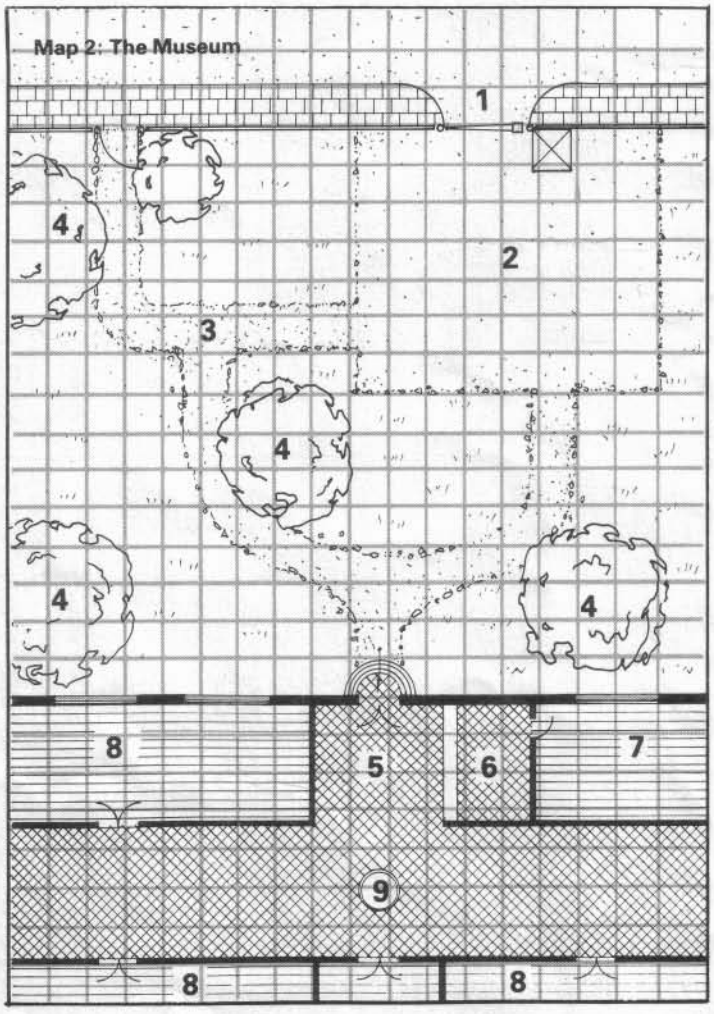
Key

1. Natural paths leading through the woods and under-growth in this part of the park.
2. A moss-covered fountain splashes quitely in an idyllic clearing.
3. An overgrown mass of brambles and thorns were a rose-bed used to be. Movement through this is at half-speed.
4. Trees.
5. The spot below which K'ro is buried.

Seizing K'ro

The shard is embedded twenty feet down in the earth and will take some time to uncover (sufficient time for any opposition to appear).

Fetherington's plan is to have Witchdoctor summon up a light drizzle to keep people out of the park. Three thugs will wait in a variety of vehicles outside the park whilst others will seal off the paths to the clearing. The tribesmen will keep



watch from the trees and bramble patch (through which they can manoeuver at normal speed) and two thugs will dig up K'ro.

If more than one other shard is in the clearing above then K'ro will be sufficiently roused to teleport to the surface.

PLOT DEVELOPMENT

Whatever speed the events take place at, the following points should be borne in mind.

The shards should be recovered in the order which is most beneficial to Fetherington. If all of the heroes fly, for example, then it would be extremely useful if Fetherington were to acquire B'ri.

The ideal plot development is for the heroes to be confused when they first encounter Fetherington and the natives (the bank encounter is most useful for this) so that the baddies get away with that particular shard. However, the next time they meet, the heroes should have pulled their act together sufficiently to be able to seize the next shard (at the museum). Finally, both sides should arrive at the resting point of the third shard at more or less the same time, for a final climactic encounter. (The park encounter is most useful for this due to the time it takes to dig up K'ro.)

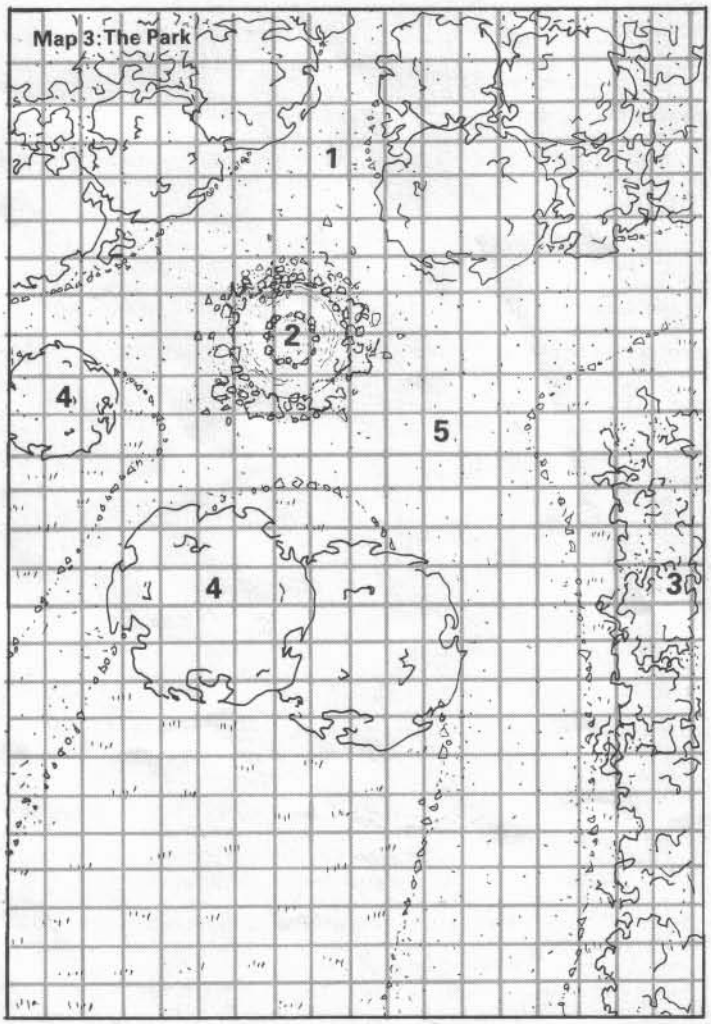
It does not matter who amasses the shards or, even, if they are obtained by different people, since they will prevail upon their possessors to unite them.

PLOT TWISTS

Devious referees will want to graft futher complications onto the scenario outline. Here are a few suggestions:

A. Since the Illanians are the only race possessing the crystal ships, it could help both the Emissariate of Bolusci and the Krai to gain knowledge of them. Thus both empires will dispatch an expeditionary force to recover the remains of M'krell's cruiser.

These forces – a Krai Lieutenant and her drones and a rather quirky interstellar Boluscan archaeologist – should pop up whenever the going gets too straightforward to help, hinder, inform or mislead the heroes as the plot dictates. However, both the Krai and the Boluscan archaeologist ultimately want the shards for themselves. Should their paths cross during the adventure, they will disregard all else in their desire to fight their racial enemy. (Imagine a four-way battle: Krai vs Boluscan, and the heroes vs Fetherington in a battle to be first to seize the shards!)



B. The thugs are, infact, an independent gang run by one of Fetherington's old Corporals. As such, they have a degree of freedom of action to pursue their own ends and they may try a double-cross by substituting duplicates for one or more of the shards. Take care, if using this option, to keep track of just where each shard and its duplicate are, otherwise things will get extremely confusing!

C. If a further twist is required, then I recommend the introduction of the following villains from the Supervisors Book (in order of decreasing relevance): Eldritch, Beacon, Outcast, and Blacksun. Each can be linked in with the shards in some way via their background, abilities or through an item they possess.

The Shards

The shards convey a number of powers and effects on their users as detailed:

G'ru [*Golden Heroes*]: Non-standard invulnerability in the form of an impervious *Force Field*. Physical attacks simply stop a couple of inches away from the holder (this includes *Enery Attacks* and the like). He/she cannot be grabbed or lifted and has twice the usual pushback threshold (ie 40 in most cases).

Psionic, Magical or *Unusual Energy Attacks* may penetrate the force field *once*. Each time the attack is used thereafter, there is a 50% chance that G'ru will have analysed it and guarded against it. Once immune to a particular attack form, G'ru can never again be harmed by it. If an attacker insists on continuing to assault G'ru's holder, the shard will eventually work out a way of reflecting the attack (mental/mystical feedback, etc).

Should the wielder of G'ru wish to take an active part in combat, they must release the shard. Protection can be recovered by grasping it again. (Releasing/grasping take one Frame each.) [*Champions*: Grants total invulnerability, see also *GH* specifics.]

N'ra [*Golden Heroes*]: *Energy Attack 2* (*Electrical*, 20 dice over 5 rounds). [*Champions*: 3dRKA, NND (Armour) 14 or less, 4 uses.]

B'ri [*Golden Heroes*]: *Flight 3*. [*Champions*: 15" Flight.]

K'ro [*Golden Heroes*]: *Teleportation 2* (utilising the holder's HTC). [*Champions*: Teleport 15", +1 phase and get 2× distance.]

STATISTICS

Wesley V Fetherington (Golden Heroes)

EGO: 12
STR: 14
DEX: 12
VIG: 14
Movement: 7m
Dodge: +1
Defence Class: 6
Frames/Round: 4
HTK: 57
HTC: 49

Powers
Advantageous Background (*Previous Training*, twice, STR and VIG); *Martial Arts 1* (*Pugilism*).

Notes
Fetherington is a skilled soldier and explorer.

Wesley V Fetherington (Champions)

CHA:	*Str*	*Dex*	*Con*	*Bdy*	*Int*	*Ego*	*Pre*	*Com*	*Pd*	*Ed*	*Spd*	*Rec*	*End*	*Stn*
Val:	14	15	13	12	16	18	17	12	6	4	3	7	30	28
Cost:	4	15	6	4	6	16	7	1	3	1	5	2	2	2

Total + Powers Cost = (74+37) = 111 OCV = 5 DCV = 5 ECV = 6

Powers

Pts	*Power*	*End*
4	Climbing (12)	0
5	1d6 Luck	0
3	Demolitions (11)	0
3	Paramedic (12)	0
3	Adventuring (12)	0
7	Whip 1dHKA (OAF)	3
	2dHKA if STR	6
11	Smith and Wesson .45 Revolver, 2dRKA, OAF, 6 shots	0

100+ Disadvantages	*Value*
Fear of snakes	11

The Central Core (Golden Heroes)

EGO: 18
STR: 40
DEX: 10
VIG: 14
Movement: 6/30m
Dodge: Cannot Dodge
Defence Class: 6
Frames/Round: 4
HTK: 50/4
HTC: 50/4

Powers
Strength 2; Tough Skin 1; Energy Attack 3 (Electrical, 25 dice in 5 rounds); *Flight 4; Teleportation 3.*

Notes
G'ru has to forgo its total invulnerability to utilise the abilities of the other shards. When fused with a sentient being, the core will be able to use that being's superpowers, etc. It will always use the highest of any abilities and statistics possessed by itself or such a being.

The Central Core (Champions)

CHA:	*Str**	*Dex*	*Con*	*Bdy*	*Int*	*Ego*	*Pre*	*Com*	*Pd*	*Ed*	*Spd*	*Rec*	*End*	*Stn*
Val:	55	13	38	16	5	10	33	0	25	21	4	15	60	60
Cost:	53	9	33	8	+5	0	23	+5	10	9	17	0	2	9

Total + Powers Cost = (166+159) = 325 OCV = 4 DCV = 4 ECV = 3

Powers

Pts	*Power*	*End*
30	Full Damage Resistance (G'ru)	0
28	2 levels Density Increase 4 × Mass, −2 K Back (always on)	0
36	3dRKA, NND (Armour) 14 or less, 4 uses (N'ra)	0
30	Flight (15") (B'ri)	3
35	Teleport 15", +1 phase = 2 × distance (K'ro)	7

100+ Disadvantages	*Value*
Beserk (14) when damaged (3)	30
3d6 Unlucky	15
Unusual looks	15
VUL: 3 × Body/Stun from heat beams	60
Villain bonus	105

Notes
*STR is Armour Piercing

The Tribesmen (Golden Heroes)
Each tribesman has the following stastistics in common (except where otherwise noted):

EGO: 8
STR: 8
DEX: 8
VIG: 8
Movement: 4m
Dodge: +1
Defence Class: 10
Frames/Round: 4
Weapon Class: 2
HTK: 28
HTC: 28

The superpowers possessed by the individuals are as follows:

Witchdoctor: *Weather Control 2; Magic 1 (Energy Strike*, Conjuring, Astral Projection).*
Blowpipe: *Weapon Skill 1 (Blowgun); Envenomed Darts***.
DEX:16; Strike: +1.
Bow: *Weaponskill 1 (Bow); Envenomed Arrows***.
Champion: *Strength 1; Vigour 1*; STR:20; VIG:18; Damage: +5; HTK:71; HTC:59.

Notes: *The Witchdoctor's *Energy Strike* is *Lightning* and acts in all ways as an *Energy Attack*. For example, it will be affected by damage dividers.
**Available venoms are: *Paralysis* (target rolls d20 under VIG or is paralysed for 2d6 Frames); *Sleep* (does an extra 3d6 HTC); *Poison* (does an extra 3d6 HTK). Neither blowgun darts or arrows can do any damage to DC3 or lower targets, and only the d6 of concussion will affect DC4 targets.

The Tribesmen (Champions)
Treat all these as Type III thugs from *Champions II* but with the following exceptions:

Witchdoctor: Has *Weather Control* EC, paid for by *Alien Energies*.
Blowpipe/Bow: The *Sleep, Paralysis* and *Poison* venoms should be built in accordance with the player heroes participating in the adventure.
Champion: STR +10, paid for by −5 INT and *Alien Energies*.

Fetherington's Thugs (Golden Heroes)
All DC10, with 2 Frames/Round and WC0. They are incapacitated by any attack of WC3 or higher or with a damage bonus.

Fetherington's Thugs (Champions)
Treat as either Type 1 or Type II thugs from *Champions II* depending on the strength of the heroes.

Aliens (Golden Heroes)
Questor (Boluscan Archaeologist)

EGO: 12
STR: 8
DEX: 12
VIG: 10
Movement: 5/15m
Defence Class: 4
Frames/Round: 4
HTK: 35/3
HTC: 37/2

Powers
Vehicle (Starship); Armour 1; Flight 1; Energy Attack 1 (Vibrational); Cybernetics 2 (Environment Suit; Computer Sighting for +1 Strike); *Skill(Interstellar Archaeology); Advantageous Background (Brilliant Scientist, Mechanical).*

Notes: All superpowers are built into his rather ostentatious but battered space armour. Questor will recognise 'Medallions of Emissary' but bears the Star Guard no love (they have, more than once, commandeered his 'finds').
The *Interstellar Archaeology* skill is the ability to know about whatever quaint or arcane bits of alien trivia the supervisor wishes his players to be acquainted with.

Krai Lieutenant

EGO: 11
STR: 15
DEX: 19
VIG: 12
Movement: 16m
Dodge: +4
Strike: +4
Defence Class: 5
Frames/Round: 4
HTK: 41/2
HTC: 43

Powers
Martial Arts 1 (Oriental); Skill 1 (Gymnastics); Speed 1; *Cybernetics* (as Krai Captain, Supervisors Book, p82).

Drones
The Lieutenant will have a force of Drones equipped exactly as those detailed in *Crossfire*. There will be one Drone for each hero taking part in the adventure.

Aliens (Champions)
Should you wish to use the options involving aliens hunting for the shards, in place of the Krai commander and the Boluscan archaeologist, use the specifications for Avar 7, Thok or Herculan from *Enemies I*. If you wish them to be unpowered, information-giving NPCs or want to give them underlings, then one of the thug types from *Champions II* should be most applicable. □

Champions *stats provided by Jonathan Clark.*

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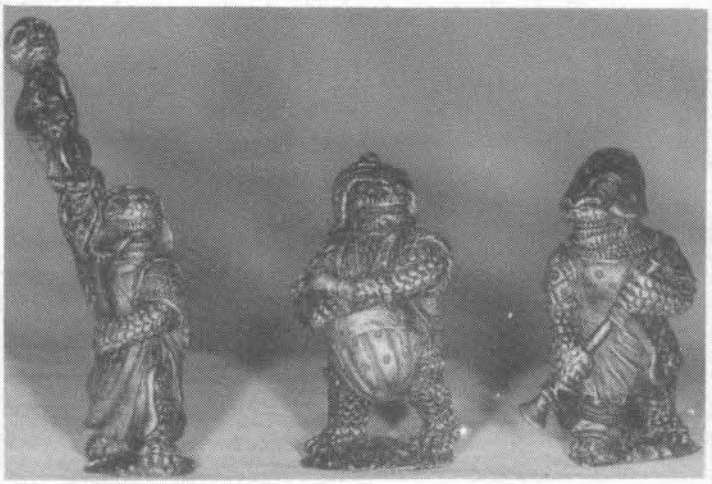

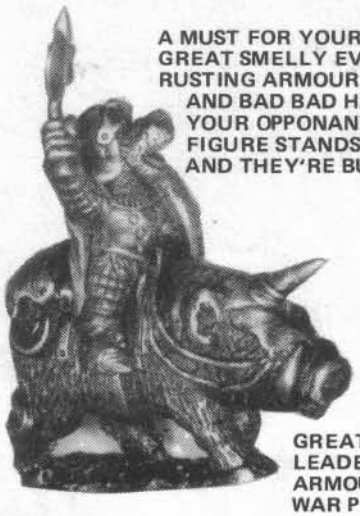

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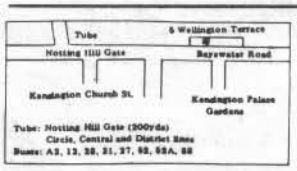

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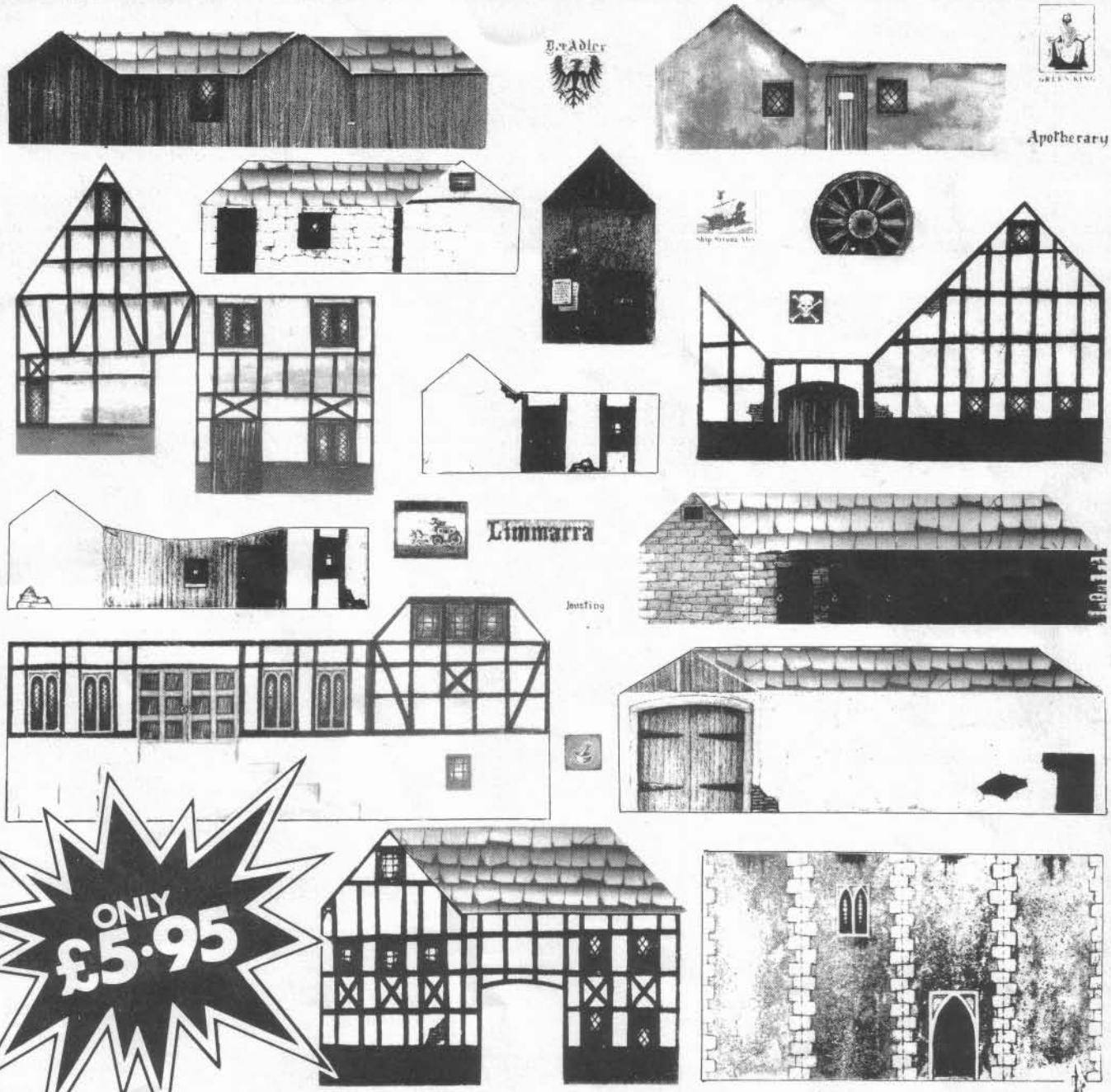

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DEAD OR ALIVE

The Bounty Hunter as a Career in Traveller

by Diane and Richard John

The volume of crime in the Imperium and the fragmentation of law agencies, coupled with the relative ease of space travel and the restrictions on speed of communication means that the likelihood of capture is relatively low. One answer to this problem would be a permanent Imperial or galactic police force of mammoth proportions using sophisticated technology. A cheaper alternative is to offer a reward for the capture of an offender, leaving the task to bounty hunters, thus the only expense incurred by the government depends on results, not lengthy pursuit.

Authorisation
Warrants and rewards will be offered by legitimate governments at the planetary, subsector and Imperial levels. Less legitimate bounties may be offered by megacorporations, wealthy individuals, etc. The size of a bounty, for an individual or group, will vary according to the severity of the crimes, previous success in evading capture, who is offering the bounty and how badly the offender is wanted.

Categories
There are four major categories of bounty:
1. Alive. A reward for the capture of the wanted individual.
2. Dead or Alive. A bounty permitting the return of a dead offender for a lesser amount than one who is alive. (Eg, alive: Cr2000, dead: Cr1000.)
3. Dead or Alive. A flat rate reward for the offender or the offender's corpse.
4. Dead. This is reserved for the most dangerous criminals who have usually been sentenced to death *in absentia*. The reward is for the execution of the felon. It is frowned upon by the Imperium and most central authorities. Many planets consider the 'execution' of the felon on their soil as murder.

Collection of Bounty
This may be achieved by delivery of the prisoner, corpse (or a suitable portion thereof), or some form of pre-specified proof of death to any office or base (eg Scout base) stipulated on the declaration of reward.

Organisation
Anyone may take up hunting criminals for the rewards offered. Therefore, in order to lend some degree of organisation and respectability to an occupation whose practitioners may be worse than those they hunt, several corporations have been formed and the Imperium has laid down a code of conduct and instituted an organisation of its own. The private corporations offer training, equipment, intelligence, etc, in return for 30% of the bounty taken.

The best hunters, ie the most successful, honest, law-abiding and with the fewest corpses to their name, have the option of applying for an Imperial Warrant to hunt criminals for reward. Issued under the somewhat obscure Imperial Edict 97 (see *Supplement 8*), the holders of this warrant receive extensive training, equipment, access to the information in the computers of the sub-sector and sector offices of the Imperial co-ordinators, and are permitted to pursue those restricted bounties offered by Imperial authority for certain offenders. The terms of these are often stringent, such as the capture alive and unharmed of an individual or group who will stop at little to evade capture. Although frequently extremely dangerous they are equally remunerative. Warrant holders will receive aid and co-operation beyond that which a bounty hunter might ordinarily expect from planetary governments and agencies. Warrant holders (and, to a lesser extent, those employed by corporations) are required *not* to take Category 4 bounties, or those offered by private citizens or megacorporations (this latter restriction does not apply to corporate hunters), to bring in prisoners alive (whenever possible), not to break local laws and to co-operate with local police, etc. An element of control can be maintained by rescinding the warrants and/or repossessing the ships of persistent offenders.

Characters generated on other tables (eg Army) who take up bounty hunting may apply for a warrant. Registration fee is Cr10,000, following a rigorous investigation into the character's past; the warrant will be issued on a roll of 10+, DMs to be decided by the referee in view of the character's past record. The investigation will take 1d6+2 months. Successful applicants must pay 10% of their yearly income for as long as they wish to use the warrant (this applies to those generated on the tables to follow). After a year a warrant holder may apply for a type H Hunter starship, roll 8+, DMs as for gaining the warrant.

Character Generation
Entry to a bounty hunting corporation as an assistant hunter is on a roll of 6+, DMs +1 if Social Standing 6– and +2 if Intelligence 8+. There are no restrictions on race; there is no draft.

Survival on 7+, DMs +2 if INT 9+.
Position on 9+, DMs +2 if EDUC 8+.
Promotion on 9+, DMs +1 if EDUC 8+.
Return on 4+.

Those wishing to apply for an Imperial warrant may do so after three terms, having first attained the title of Master Hunter. Success is on a roll of 10+, DMs +2 if EDUC 8+, +1 for SOC 8+. Successful candidates spend the rest of that term undergoing Imperial training. Throw 5+ on 1 die for each of the following: Pilot-1; Legal-1; Poison and Antidotes-1; Investigation (Stipulate: Research-1, Identification-1 or Examination-1); Hypo-gun-1; Security-1; Forgery-1; Holster Skill-1.

Titles
1. Senior Hunter
2. Master Hunter
3. Senior Master
4. Subsector Co-ordinator
5. Sector Co-ordinator

Imperial warrant holders may add the prefix 'Imperial' to the title.

Automatic skills
On entry: Gun Combat-1; Subsector Co-ord Admin-1; Sector Co-ordinator Soc 1.

The following skills may be rolled for under the *Book 1* system or by allowing 3 rolls for the first term and 2 for subsequent terms with 1 skill for position and promotion.

Personal Development	Service Skills
1 +1 STR	1 Security-1
2 +1 DEX	2 Survival-1
3 +1 INT	3 Hunting-1
4 Unarmed Combat-1	4 Bribery-1
5 +1 END	5 Vehicle-1
6 Gun Cbt-1	6 Stealth-1

Education (Only After 2nd Term)	Advanced Education (EDUC 8+)
1 Forgery-1	1 Pilot-1
2 Communications-1	2 J-O-T-1
3 Vacc Suit-1	3 Navigation-1
4 Escape and Evasion-1	4 Intelligence-1
5 Computer-1	5 Medicine-1
6 Disguise-1	6 Engineering-1

Mustering Out
Bounty hunters seldom retire or leave their occupations entirely, they simply go freelance. Warrant holders must serve at least two terms after they receive Imperial training prior to freelancing. Bounty hunters should be encouraged to continue skill acquisition via any system favoured by the referee to reflect the professionalism affected by corporate and Imperial trained hunters. Material benefits represent equipment acquired for personal use (often through a corporation at discounts). Cash benefits represent accumulated reward money.

Material Benefits	Cash Benefits
1 Middle Passage	1 10,000
2 Weapon	2 10,000
3 High Passage	3 40,000
4 Tools	4 40,000
5 Weapon	5 70,000
6 Combat Armour	6 100,000
7 Type H Hunter	7 200,000

Die Modifiers: Imperial Warrant: +1 on Material table, +2 on Cash. 'Rank' 5, +1 on Material, +1 on Cash. These are not cumulative.

Benefit Descriptions
Combat Armour: As *Books 1* and *4*. (Note: The wearing of this in many places is going to cause much comment, warrant or no warrant.)
Weapon: Any weapon from any source permitted by the referee. Value *not* to exceed Cr5,000.
Tools: Any kit of tools as described in *Book 1* or *Supplement 4* or a kit containing tools suitable for circumventing security arrangements and so on.
Type H Hunter: A variant of the ubiquitous Type SN. This is acquired on a form of co-ownership basis with the character's former corporation. It is acquired along with a debt of half the value of the ship, payable over an almost indefinite period (the character may not dispose of it without the company's permission until she pays off what s/he owes. The debt amounts to MCr18.91. Warrant holders have free use of the ship in the same manner as the Scouts.

Skill Definitions
Refer to the following for definitions for the above skills:
Book 1 – Bribery, J,O.T, Navigation, Medic, ENG, Pilot, Comp.
Book 4 – Survival, Gun Cbt, Vehicle.
Supplement 4 – Hunting.
Scouts & Assassins – Unarmed Cbt, Stealth, Disguise, Intelligence, Escape and Evasion, Poisons and Antidotes.
Merchants & Merchandise – Security; Legal, Hypogun.
SORAG – Holster, Investigation.

TYPE H HUNTER
H-1122111-010000-100000-0 MCr37.3;
100 tons; Crew:1; Passengers:2/4/6; Low:4; Cargo:3 tons; Agility:0; Marines:0; fuel scoops and purifiers;
1 triple turret (1 pulse, 1 sand).

The type H is identical to the standard type SN except for the following alterations:

Major
The airlock in area 16, the reinforced walls around areas 14,15 and 3,4 requires 500 damage from energy or explosion weapons (bulkheads require 1000) to pierce a hole.

An electrifiable hull helps deter rescue attempts.

Minor
Both the cabins are intended for double occupancy and have suitable fitments.

Area 8 contains a fresher.

A galley and pantry are located on the main deck as is a two ton hydroponics room with equipment for a wide range of specially grown fruit and vegetables.

Located in the engineering dept is a workshop with around Cr15000 worth of tools including oxy-acetylene welding gear.

A sick bay containing basic medical supplies and space for retrofitting an autodoc.

Areas 3 and 4 form the owner's cabin and office. In the latter is a computer terminal with facilities for full-length 3-D holograms of wanted felons and equipment for scanning fingertips, retina patterns, etc to confirm the identity of suspects.

Area 7 is the lounge/eating area. The two comconsols are primarily for entertainment.

Area 10 is the hydroponics room.

Area 11 is the galley and ship's pantry/freezer area.

Area 14 contains 4 low berths for the transport of prisoners. Area 15 contains cell facilities for prisoners who can't be transported in cold sleep.

Area 16 is the airlock and EVA room.

Area 17 is the ship's locker (note sliding door not present in the type SN).

Area 18 is the air raft bay.

Area 19 – Gunnery.

Area 20 – Workshops.

Area 21 – Sickbay.

Area 22 – Sensors.

Ship's Computer
The ship's computer is a standard Model 1/bis. If the recommendations in Marcus Rowland's *Database* article (*WD48*) are available to you, they should be implemented. (This gives a CPU of 6 and program costs should also be reduced in line with this.) The following programs are standard and are included in the cost of the ship to the character: *Jump 1 and 2* (jump governer is fitted), *Manoeuvre, Auto Evade, Navigate, Target, Return Fire, Launch, Library, Watchdog*.

Watchdog is a security program used to protect an empty ship. In addition to anti-hijack functions it can be set to electrify the outer hull, fire ship's weaponry at anything entering a preset radius, activate drives or radars as anti-personnel weapons and operate other protective devices. Authorised personnel are recognised by portable computer signals or voice transmission codewords. [Note: *Watchdog* is illegal at Imperial spaceports due to its dangerous nature. Space: 2, Price: MCr1.1.]

Additionally, *Hunter*, a program which contains all known information on wanted criminals (including 3-D holograms, retina patterns, biomaps, etc, and the ability to compare an individual before it with its records of a particular criminal) is available. It can be updated free of charge at any Imperial or corporate offices. The program takes 2 CPU spaces and costs MCr0.3.

Ship's Security
This is controlled via the *Watchdog* program by the computer. All the doors and iris valves to the containment facility, the drive room (13), ship locker, air-raft bay, owner's quarters, bridge, gunnery and valve (12), will only open to a verbal command word from an authorised person.

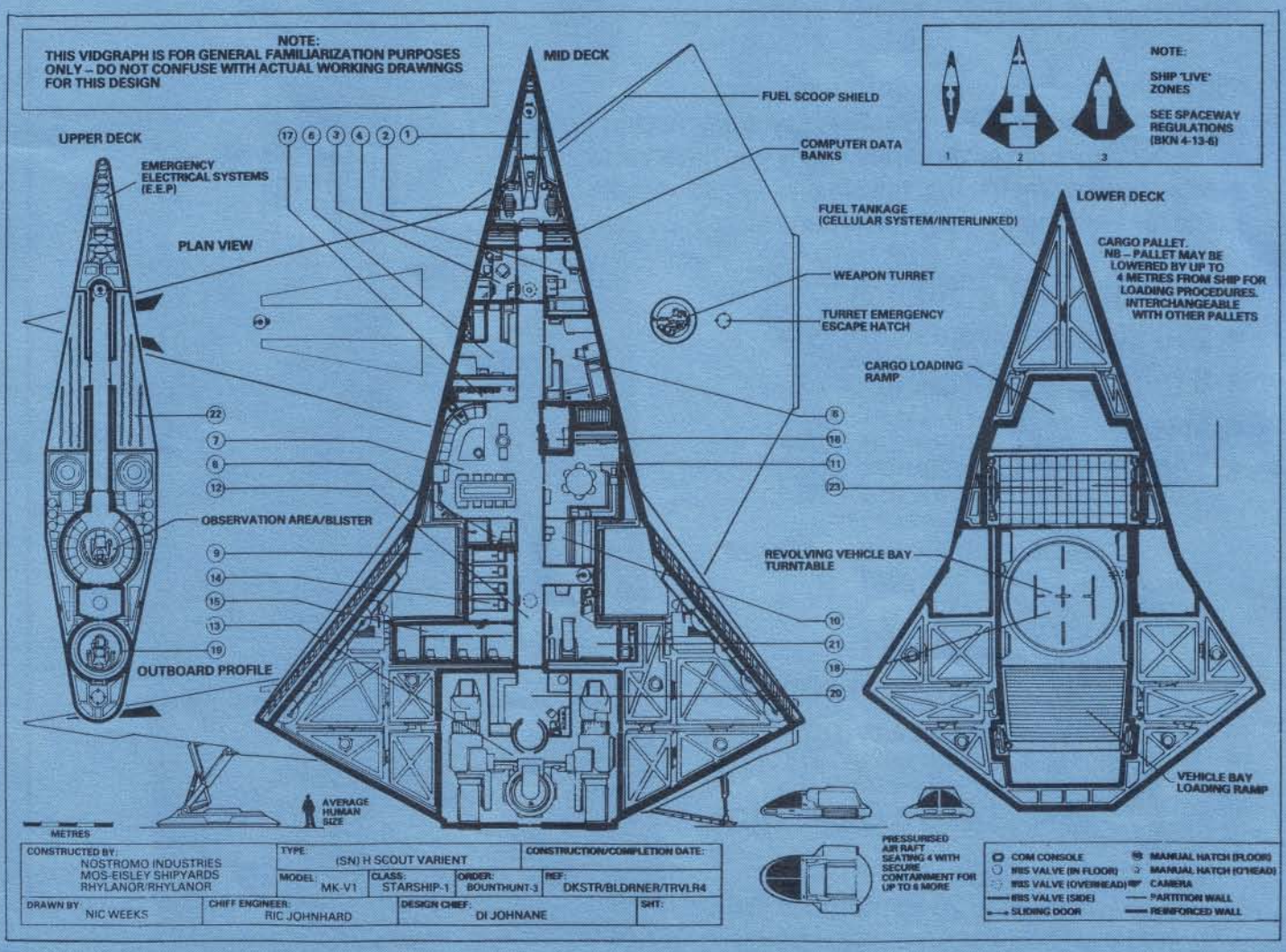
There are surveillance cameras in location 14, 15 and on the ceiling next the valve at location 12. These can be monitored by the computer or from any comconsol. They are protected by transport plasteel hemispheres. The hull may be electrified (3d damage).

Weaponry
The triple turret comes complete with pulse laser and sandcaster rack. The laser can be set to automatically fire on any ship which fires on the type H. In the presence of several targets the nearest will be attacked first; DMs -2 to hit, no skill DMs.

Ship's Vehicle
This is a Ling Standard pressurised prospector's buggy modified for the carriage of prisoners. It performs as an air-raft and costs Cr62,000.

Gravitics
The ship has standard inertial compensators and 1G floor field. However, the field in the containment area can be increased to 6G in the event of an escape attempt. □

TYPE H HUNTER (SN VARIANT)



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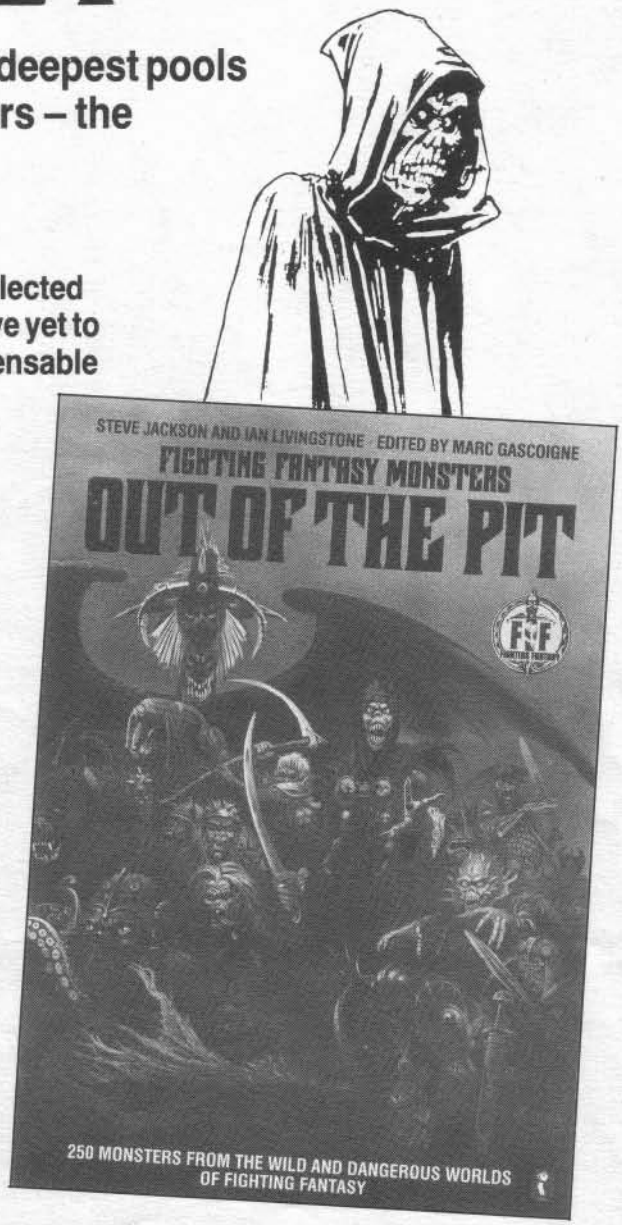

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IN TOO DEEP

An AD&D Adventure for 3-6 Characters of Levels 4-5

by Peter Blanchard

BACKGROUND

Spices are very costly commodities for two basic reasons: firstly, the large transport costs involved in ferrying them from one side of a large ocean to the other and secondly, because it suits the merchants to do so, since it maximizes their profits.

The spice trade generates a great deal of wealth, and the government, knowing that wealth equals power, decided to step in and place controls on it. If the spice trade were to fall into the hands of a single person, then that person would be able to challenge the government's position. The government have therefore set up legislation that requires those who deal in spices to obtain a licence, as well as having a quota set on how much spice they can import and having to pay a heavy duty on the spice. The legislation also makes it illegal to import spices into the country via any route except a single sea port, which is also the headquarters of the Merchants' Guild. They have been given some of the responsibility for the enforcement of this legislation. The quotas set are based on the actual amount of spices imported; any spices that are lost in transit are ignored for the purposes of the quota.

THE MERCHANTS' GUILD

This organisation is mainly concerned with the collective interests of merchants, the majority of whom aren't that wealthy. Because of this, the Guild tries to limit the power of the very wealthy merchants. The Guild helps by having a system of insurance for goods and trading establishments: each Guild member pays an amount according to personal wealth into a central fund, from which payments are made to those who have lost goods due to unforseen circumstances such as fire or theft.

The Guild will withhold payment if it believes that inadequate preventative measures were taken or something underhand is going on. It is the responsibility of the Inner Chamber to investigate any irregularities and also to bring to light any violation of Guild regulations.

BASRIK ANGELIS

Basrik is a rather unpleasant person. He has risen to his present position by fairly unscrupulous means and consequently has made quite a few enemies. There is very little that he wouldn't do for money and he is always on the lookout for even more profitable schemes.

A number of people want him out of the way. However, those among them who do have something on him are either dead, paid off or having their silence guaranteed by blackmail. They are, therefore, few in number. Basrik is exceptionally careful and his illegal activities are covered by a large number of dummy organisations and the like.

His past is none too saintly, although he has tried to keep it hidden. He was the son of a minor but fairly wealthy noble. When his father died and his elder brother inherited everything, Basrik arranged for his brother to be killed in a 'hunting accident'. He then made off with the money and assumed the name Basrik Angelis.

Unbeknown to Basrik, his brother had fathered an illegitimate son, who is the rightful heir to the wealth that Basrik stole. That boy is now Tarmek Ashburn, a young and powerful merchant, who has been instrumental in co-ordinating moves against Basrik. He knows much information about Basrik, but says little for fear of revealing himself.

Basrik has one weakness; he trusts one of his minions, Castir Ewat. In fact Castir hates him and desires his wealth.

DM's INTRODUCTION

Recently the Inner Chamber of the Merchants' Guild was approached by Castir Ewat. Castir has smelt a rat; he saw goods that he knew to have been lost at sea in one of Basrik's warehouses. He has also heard that there had been an increase in the amount of spices traded on the black market. Castir has said nothing to anyone but soon afterwards he was told that he would be travelling with a ship to pick up a cargo of spice and bring it back. Castir knows this is as good as a death sentence and has sought help from the Inner Chamber.

Unfortunately there is insufficient evidence to take action against Basrik. Some members of the Inner Chamber would like to see him dead, and if it can be proven that Basrik was responsible for the sinkings and the death of those lost, he will surely hang (or that is as much as the Inner Chamber will reveal).

The Inner Chamber doesn't investigate directly: it is ill-equipped to do so, and will employ a third party, preferably somebody whose loyalty can be guaranteed by payment. This is where the characters come in.

So far, attempts to gain sufficient evidence to deal with Basrik have failed. Those hired to do the investigation have been found dead. The Inner Chamber have therefore come up with a plan to do away with Basrik.

Castir has arranged, in Basrik's name, for ships to be sunk by a group of mermen. He has also arranged for some of the cargo, especially spice, to reappear on the black market and in some of Basrik's warehouses. Of course, it's a set-up; it would be virtually impossible to convict him any other way. If Basrik went to trial, he would undoubtedly be able to prove his innocence and so the Inner Chamber will attempt to stir up hatred towards Basrik. They are counting on this hatred to turn to violence. Word has already been spread amongst more radical violent groups.

If all goes to plan, as soon as the Inner Chamber release their 'evidence' against Basrik, an angry mob will storm his house and drag him to the town centre, where they will administer their own form of justice.

The plan has almost universal support, from the government as well as from the various factions within the Merchants' Guild.

PLAYERS' INTRODUCTION

The characters will have been contacted by the Inner Chamber. How they are contacted is unimportant, although it will involve a great deal of secrecy.

The actual meeting will take place in a fairly quiet location, such as a tavern on the edge of town. Castir will be there, as will the Inner Chamber. Unless the players have had a lot of contact with the Guild, they will have no idea of who the Inner Chamber are.

Precisely how much the characters are told is up to the DM, although they should be told that lives and money are at stake and that something very underhand is going on. The Inner Chamber will offer a reasonably large sum to them if they can come up with any concrete information. The characters should be told that Basrik is thought to be behind everything, but the Inner Chamber will be careful not to reveal their own grudges against him.

Castir does have a sort of plan; he will smuggle the characters' equipment and weapons aboard ship while the adventurers get themselves press-ganged. If the players don't like the plan, Castir will tell them it is far too dangerous to investigate this end of the set-up: Basrik has agents everywhere, and his money can open mouths as readily as it closes them. The easy way to find out about Basrik's activities is to infiltrate his organisation surreptitiously. The only weak link must be in the actual sinking of the ships, since Basrik must be employing a third party – pirates, sea monsters, sahuagin or whatever.

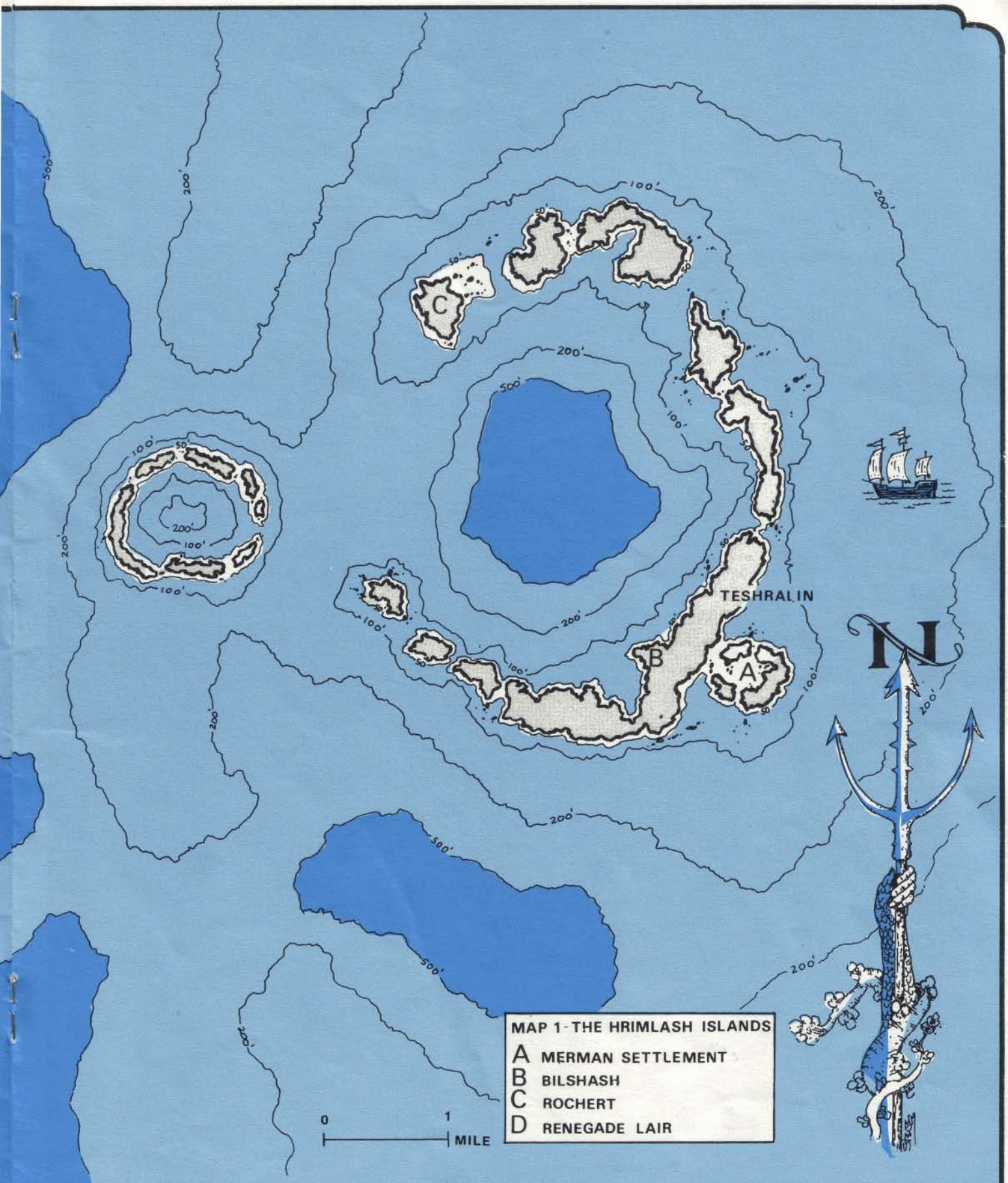
GETTING ABOARD

Castir will smuggle the characters' equipment aboard the Sea Spider, the ship Basrik has hired to carry a cargo out (mostly woollen goods) and to bring the spices back in. Castir will have hidden the larger items in various boxes in the hold, with smaller and more precious items like spell books being placed in a large sea chest in his cabin.

The Sea Spider was formerly a pirate ship until the captain, Vorchesk Goatsbeard, decided that he was getting a bit old for piracy. Even so, he is still a rather unpleasant character (his crew are even worse!). Castir has deliberately chosen this ship to be sent away in, as the crew stand a fair chance of surviving anything.

If the characters are going to get press-ganged, they will have to attract the attention of the Sea Spider's press-gang, by frequenting cheap dockside inns and getting exceedingly drunk (or at least appearing to). The press-gang will wait for an opportune moment and knock the players out from behind, or even wait for them to fall unconscious in the gutter. There is only one problem with this strategy: the adventurers could well attract the attention of muggers and the like, and might get their throats slit!

If the players have managed to get press-ganged and knocked unconscious, they will later awake in a small, dark room. The air is stale and filled with the smell of urine, sweat and cheap alcohol. The whole room seems to be rocking from side to side, and in the darkness the players can make out several other figures, probably other victims of the press-gang. If the players were carrying any valuables at the time they were press-ganged, they will no longer have them; such items will



have been pocketed by the press-gang, and will be onboard somewhere. The door, of what must be a cell, is locked and is too heavy to break down.

The other figures are a sorry-looking bunch – drop-outs and low-lifes. Rousing them from their unconscious state won't be too difficult, although one of them, Neoyl, is quite likely to be sick everywhere. Altogether there are five other occupants of the cell:

E'yuan: AC10; LVL0; HP3; Human. No weapons.
A rather pathetic character, he was cast out from his village, in which he had held the position of village idiot for several years. He isn't really stupid, in fact he suffers from acute amnesia, although he does remember his name. Things aren't made much better by his turning to drink, he can never remember how much he's had.

Neoyl: AC10; LVL1; HP5; Cleric; Human. Barely proficient with a quarter-staff. Spells: 1st level – *detect magic.*

Another very sad case, a failed cleric, thrown out of his order for his materialistic values and pig-ignorance. His two main problems are his huge guilt complex and his tendency to become infatuated with a person or a concept.

Adryain: AC8; LVL2; HP15; Fighter; Human. Proficient with longsword, dagger and crossbow.

A hideous sight, his long brown greasy hair hides an extremely ugly face, which is at its most horrifying when he grins; he is so ugly that he must have orcish blood in his veins. Despite (or perhaps, because of) his unusual appearance he is very boring, and goes on and on about when he was master of hounds to Pontiac, a minor noble.

Kith: AC7; LVL4; HP12; Human; Dex:17. Spells: *read magic* (memorised). His spell book contains 1st level – *charm person, dancing lights, feather fall, find familiar, magic missile, read magic, write*. 2nd level – *invisibility, magic mouth, web*.

The only non sob-story amongst them, Kith is a rather bizarre magician. Recently he has been influenced by the teachings of a fertility cult and rambles on about the symbolic meaning of everyday acts. He might make a useful ally, but is currently powerless as his spell book is being used to prop up the captain's cot. Kith has a rat for a familiar, who he calls Erstreh. The ship is infested with rats and he has no problems in concealing Erstreh.

Jeyn: AC10; 0-level; HP2; Human. Proficient with any sharp cutting instrument.

A failed physician, part-time undertaker and anatomist, the press-gang grabbed him whilst he was hunting cadavers to practice on. He is rather worried about the state of the bodies in his lock-up, if and when he gets back. People usually like him, until they discover his profession.

After a while, a noise can be heard on the other side of the door, the door will open, and a crewman will throw a bucket of seawater over anyone who is still unconscious. He will will then gesture with a sharp cutlass and indicate that everyone should get up and do as they are told.

FUN AND GAMES

There was no real need to recruit new crew members; the characters and their unfortunate companions are the shipboard entertainment, or will be while the novelty lasts. For about a week, they and the other unfortunates will be treated like dirt, but eventually the crew will tire of this and go back to their usual pursuits. They will eventually treat the characters merely as other crew members (which is badly). Only E'yuan and Neoyl will be picked on all the time. This will cause a dilemma for characters – helping these unfortunates will leave the helper open to the same sort of ridicule and maltreatment.

THE VOYAGE

Altogether the ocean crossing will take about 6 weeks, depending on weather conditions. However, the Sea Spider will put in at the Hrimlash Islands for a very short while to take on fresh water and food, Captain Goatsbeard is anxious to get away as quickly as possible (see below).

Eventually the sea port where the cargo will be offloaded and new cargo brought aboard, will be sighted, nestled amongst low hills and the dark green of tropical forest. Captain Goatsbeard will get the cargo off the ship as soon as possible, and this will leave the crew a week in port, during which time they will be given leave to do as they please. Basrik has quite a few informants and agents here, so the characters should act in much the same manner as the rest of the crew, unless they want to attract undue attention.

The players might decide that they want out, but they should be reminded that Castir has hidden all their belongings somewhere onboard ship. Of the other recruits, only E'yuan and Neoyl have any real reason to escape, but they are kept on ship under constant guard. The players could help them to escape, as long as they didn't get caught, otherwise who knows what amusements the crew could dream up.

Castir will disappear for a couple of the days on business. He will wish to go alone, and will demand privacy in the matter. If players follow him, without being noticed by Basrik's agents, they will find that he visits various people, who, on investigation, will prove to be ordinary merchants. He is trying to negotiate some side deals – he is a merchant after all!

Once the week is up, the new cargo will be swiftly loaded. It is mostly spices, in unusual waterproof containers, although only those who know about packing and freighting would find these items unusual. Captain Goatsbeard will be in a hurry to get going, and although he will say nothing, he senses that not everything is right; this feeling will affect everybody else and the atmosphere will become very tense.

The Captain's unspoken worries are soon confirmed once things start to go wrong. The cook dies of what Jeyn can identify as food poisoning, although he was actually poisoned with a slow-acting poison. Later a crew member is stung by a scorpion, and he dies screaming a few hours later in immense pain. Several other accidents follow – people fall from broken rigging or fall overboard, etc, and everyone gets extremely worried. The crew stop having fun and are quiet and sullen. The entire stock of fresh food will then go rotten, which reduces everyone to eating weevil-infested hard tack and dried meat the consistency of boot leather. The ship then becomes becalmed for a week – with the food virtually all gone, the crew will be reduced to eating candles, rope and shoe leather. The crew will, however, manage to catch the odd shark to supplement their diet, although it has an unpleasant taste. To cap it all, the ship's fresh water becomes contaminated when a dead rat falls into it; anybody who drinks it will contract a fever, which invariably kills in 5-8 days.

Fortunately for the crew, the Hrimlash islands will be sighted. A small cheer will go up, although by this time the crew will be pretty thin, and partially dehydrated.

The ship's bad luck has been brought about by magic: whilst still in port, Castir had a magician *curse* the ship. If the characters can cast *remove curse*, the curse shouldn't be completely removed. It essentially generates a sense of fear and tension during this period. If the players can ease the problem (by supplying fresh food and water) the tension will remain, the strain being mostly psychological.

THE HRIMLASH ISLANDS (Map 1)

These islands were formed in the distant past by volcanic activity. Their steep, grey and black, rocky sides are covered by lush tropical vegetation.

Only two of the islands are inhabited. The ship will put in at Bilhash, a small village on the largest island, Teshralin. The ship will be met by a single figure on the quay – an old man dressed in white robes, brandishing a strangely carved staff. He will start shouting at the ship, which he obviously recognises:

'Go away! Foul scum of the ocean, pirate rabble . . .'

The captain will reply with various oaths and curses, and will drag Castir up on deck. He will explain that he is in charge of the ship, and that they are traders. Everyone is extremely ill and needs fresh water and food. The old man will grunt and will allow the ship to dock, although he will keep an eye on the crew. Soon afterwards, people from the village will start arriving at the quayside with various trinkets and baubles that they will attempt to sell to the crew.

The old man is Artol, cleric of the islands.

Artol: AC5; LVL4; HP22; Cleric; Human. Scroll of *heal*, staff. Spells: 1st level – *bless, cure light wounds* (×2), *protection from evil, remove fear*. 2nd level – *augury, hold person, slow poison, speak with animals*.

Artol worships an obscure seagod, Tertillia, who is only worshipped by the islanders and the local merfolk. Artol has been influenced by the teachings of various LG clerics and paladins and sees himself as moral guardian of the islands' population. He dislikes sailors, because of their 'evil' ways and will inflict punishment on them for the slightest deviation from 'righteousness'.

He won't be sad to see the crew, especially the Captain, come to a violent end, although he has sworn an oath of non-violence (but it doesn't stop others from committing violence for him). He will be unwilling to *heal* or *cure* any crew members; Captain Goatsbeard knows this and will advise the crew to be very careful, and not to upset him.

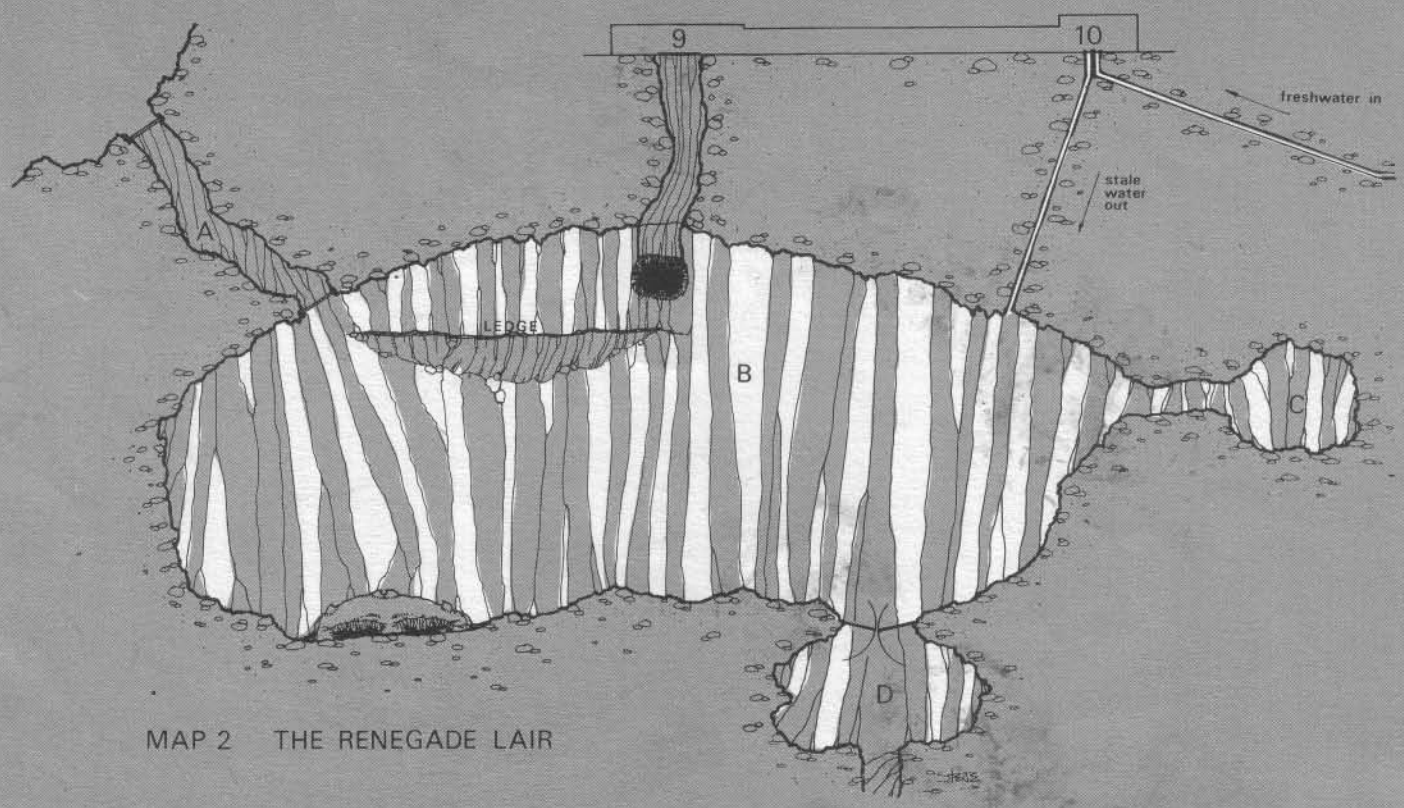
Teshralin is the only island that has enough suitable ground on which the islanders can grow various crops. They also do the odd bit of fishing. The island is entirely given over to cultivation. On the steeper ground there is still some forest, which contains snakes, scorpions and other small but potentially dangerous animals, although there aren't any large predators. Most of the population live in single dwellings, although some 40 0-level men, women, and children live in Bilhash, along with Artol and Nartwen, a 1st level assassin who was planted here years ago by Basrik.

Teshralin was isolated for many years, and despite all attempts to stop it, inbreeding took place. Because the population was so small, defects set in, and the population dropped in size, thus increasing the problem. The discovery of the islands lead to the introduction of new blood. Under Artol's influence this isn't happening anymore and the spectre of deformation yet again hangs over the as yet unborn islanders.

The other inhabited island is Rochert, inhabited by a hermit, who has been there for at least a hundred years. He has been there so long even he has forgotten his own name. He has almost completely cut himself off from reality, and behaves as if he was in a dream. It is difficult to attract his attention, and he will mumble on about the illusion of reality if anyone manages to get through to him. If the characters quiz him about the sinkings he will say, in a mysterious and far off voice: 'Man is like a fish in a sea of greed'. Killing him isn't a good idea, the inhabitants of Teshralin won't take too kindly to those who murder defenceless old men.

Castir will tell the characters that he thinks that the sinkings take place to the east of the islands, and he can prove it to them. He has lists of ships that never returned, and he will discover that they passed through the islands on the way back with spices, or never reached them on the way out. Questioning the locals will reveal that wreckage has been found on the eastern shore of the island, but no bodies or survivors. He will be keen to explore nearby islands, and take the players with him (he will give them their equipment). They won't find much, generally trees and small woodland animals, although they might run into some merfolk sunning themselves on rocks, especially on the eastern coasts of some of the smaller islands. They will drop back into the sea and swim away if they see people.

Very careful investigation will reveal that the inhabitants of Teshralin only fish west of the island, and those who watch Artol will notice that once in a while he slinks off to the other side of the island and on a deserted beach he meets with merfolk, conversing with them in sign language. In fact he is talking 'shop' with some mer-clerics, although this is unimportant for the moment. Careful players will also discover that they are being followed, by Nartwen in fact. He may decide to kill them or inform his friends, the



MAP 2 THE RENEGADE LAIR

renegade mermen, if he hears or sees anything that he thinks is suspicious. Alternatively, he may arrange the murder of a few islanders, which Artol will automatically blame on the ship's crew, insisting on a hanging.

Castir has to tread very carefully here; he knows Nartwen is an agent of Basrik, but can say nothing, for fear of ruining the Guild's plan. Castir has been very careful, and although not prepared to put his own life on the line, he will put up with a great deal; his heart is set on at least a slice of Basrik's fortune.

If events have gone none too well (for instance, if Nartwen has caused a lot of trouble) Castir will 'confide' in the Captain. The Captain won't believe him at first, he has heard many cock and bull stories in his time. The course of events will, however, change his mind.

THE ATTACK

Eventually the ship will leave the islands, especially if there has been any trouble. Several hours east of the islands, someone will notice that the ship has developed a list; inspection of the hold will reveal that the ship is rapidly taking on water. Large holes have been drilled through the hull, and it would be a Herculean task to stop the water coming in: it would need the majority of the crew to do this and the ship would never make it back to port without sinking.

A cry will come from the lookout – there is a huge fish to port. The 'fish' moves very quickly towards the ship. As it draws near, other shapes can be seen with it and eventually it will become clear that the 'fish' isn't really a fish, but a machine, and the other figures are mermen. Some of ship's crew, including the Captain will respond by getting out crossbows and harpoons, and lowering two of the ship's longboats.

The mermen are evil renegades who believe that they have been hired by Basrik to sink ships. In fact Castir has hired them, but they don't know differently. Their usual course of action is to drill holes in the bottom of the ships and attack the crew if they abandon ship. The renegades will break off if very heavy casualties are inflicted in a short time.

Castir purposely chose the Sea Spider as he felt the crew had a fair chance of beating off the mermen. If it looks as if the mermen are going to win, Castir will promptly abandon ship – in such circumstances his main priority is to save his own skin.

The longboats hold 14 men each, 2 of whom have to row. Both the Sea Spider and the renegades' fishmobile (which looks like an enormous barracuda) can be ignored for the sake of combat. Small groups of mermen will attack the longboats and any swimmers; the majority of mermen will remain in 'fish' waiting for the Sea Spider to sink. The tougher mermen wait inside to deal with the ship's Captain and the tougher sailors who generally stay onboard ship.

The Renegade Mermen

The attacking groups should consist of no more than 20-30 1st level mermen, with about a fifth of that number of 2nd level mermen. Altogether there are:

45 – 1st level mermen: AC7; HD1+1; HP4 (×12), 5(×11), 6(×11), 7(× 11); trident and dagger (×30), dagger and pincer staff (×15); [*FF* p58]. Attack as 1st level fighter.

11 – 2nd level mermen: AC7; HP 9,9,9,10,10, 10,10,10,11,11,11; shortsword and pincer staff. Attack as 2nd level fighter.

There are some higher level mermen aboard the 'fish', but they are unlikely to become involved in combat. Anyone caught in a pincer staff will be taken back to the 'fish', and placed in an air-filled compartment.

The Crew

The crew are such a bloodthirsty lot that they'd fight each other in order to decide who fought the enemy! However, some of the tougher members of the crew will fight the mermen, along with those that the Captain likes.

Captain Goatsbeard: AC0; LVL8; HP57; Fighter; Human; STR:15; INT:14; WIS:14; DEX:16; CON:11; CHR:17. +3 *Chainmail*, +3 *Broadsword*, crossbow with two *Bolts of (Paladin) Slaying*, two envenomed daggers.

Chert Salge: AC4; LVL7; HP50; Fighter; Human; DEX:16. Leather armour, dagger, +1 *Longsword*, harpoon, *Ring of Protection* +2.

Sagoy 'Stumpy' Gisster: AC5; LVL6; HP34; Fighter; Half-Orc; STR:18/45. Harpoon, broadsword, hook.

'Stumpy' lost his left hand to a polar bear. On the stump he has had an exceptionally wicked hook fitted; as well as having a pointed end, the inside edge has been honed to razor-sharpness. In combat he tends to rip open his opponent with the hook (1d6 damage +STR bonus) whilst wielding a weapon in the other hand.

Chac Swaimy: AC4; LVL5; HP38; Fighter; Human; STR:18/09. +1 *Chainmail*, harpoon, broadsword, crossbow.

Norton Emel: AC5; LVL4; HP33; Fighter; Human; STR:18/68. Broadsword, harpoon, crossbow, dagger.

Tchecki 'Vicious' Defgerm: AC5; LVL4; HP28; Fighter; Human. Battle axe, longsword, dagger (×2).

His nickname is well earned, as 'Vicious' is brutal to the extreme. Most of the time he is placid enough, but combat and the smell of blood sends him berserk (but not stupid). In his beserk state he attacks with two weapons at +1. (Ignore DEX limitations on use of two weapons.)

Gertsim: AC4; LVL4; HP22; Fighter/Thief; Halfling; STR:17; DEX:18; CON:16. Leather armour, shortsword, dagger, sling.

10 – 3rd level fighters: AC6; HP9,15,15,16,16, 17,18,19,20,23. Scalemail, dagger, broadsword, crossbow, harpoon.

11 – 2nd level fighters: AC7; HP3,5,6,7,9,9,9, 10,13,13,16. Scalemail, dagger, broad-sword, crossbow, harpoon.

Harpoons have the same range as spears, but are better suited to throwing. They do 1d8 damage vs S or M creatures and 1d10 vs L.

On paper, the renegades will be slaughtered, and it might be an idea to 'wing it' as far as the combat goes. However, the DM should feel free to determine the result of the combat by the usual method. The ship will turn back to the islands once the fight is over for repairs.

RETURN TO BILHAS

The inhabitants of the village will rush out to help the crew when they see that they are injured. Artol will be inwardly disturbed if he is told that the ship was attacked by mermen – he will think that the crew are lying or that the ship attacked the mermen first. The villagers know where the mermen live, but will say that they've never caused trouble before, and are supposed to be peaceful. If the players saw Artol talking to the mer-clerics he might decide that he has something to do with the sinkings.

The Home of the Pastoral Mermen

This is a sheltered place where the mermen grow several types of seaweed and keep certain types of fish corralled in pens. The only large structure is a temple to the sea god Tertilla, although there are movable screens and nets around the rim of the settlements, between the islands, which keep away most predators.

These mermen are non-violent, and will not oppose anyone. They are extremely religious and they think that Tertillia will keep them from harm (although unfortunately Tertillia has more pressing matters elsewhere).

It is probable that only the characters will be able to function underwater. Bear in mind the various restrictions, and don't be too harsh – the characters know better than to open their mouths. Hopefully the players will not attack the mermen, especially when they see no sign of a barracuda vessel, human captives or weapons. If the players do attack the mermen, the DM shouldn't hint at the truth yet, as the players will soon realise and regret their acts. Any paladin, or very good and/or lawful character will have great feelings of guilt, and they should not remain unpunished for their mistake.

A good reason why the players should not exterminate the mermen, is that they have a rough idea of where the renegades have their hideout. Indeed, if they don't question the mermen, they are going to find it very difficult to locate the renegades' lair!

The resultant mood in Bilhash will depend on the actions of the adventurers (and the crew of the ship). If they exterminate the pastoral mermen, the atmosphere will be very tense. Artol will try and get a lynch mob together and hang those responsible. If the characters merely interrogated the mermen, things won't be too bad, and Artol might not be all that hostile towards the adventurers.

Unless the players act promptly, some renegade mermen will assume human form by the use of a special potion (qv), and will kill a few crew members, as well as villagers. The renegades will also drill more holes in the bottom of the Sea Spider, as well as cutting the chains that move the rudder.

The attacks upon the Sea Spider and the crew should prove to the characters that the pastoral mermen are innocent, if they haven't already deduced this.

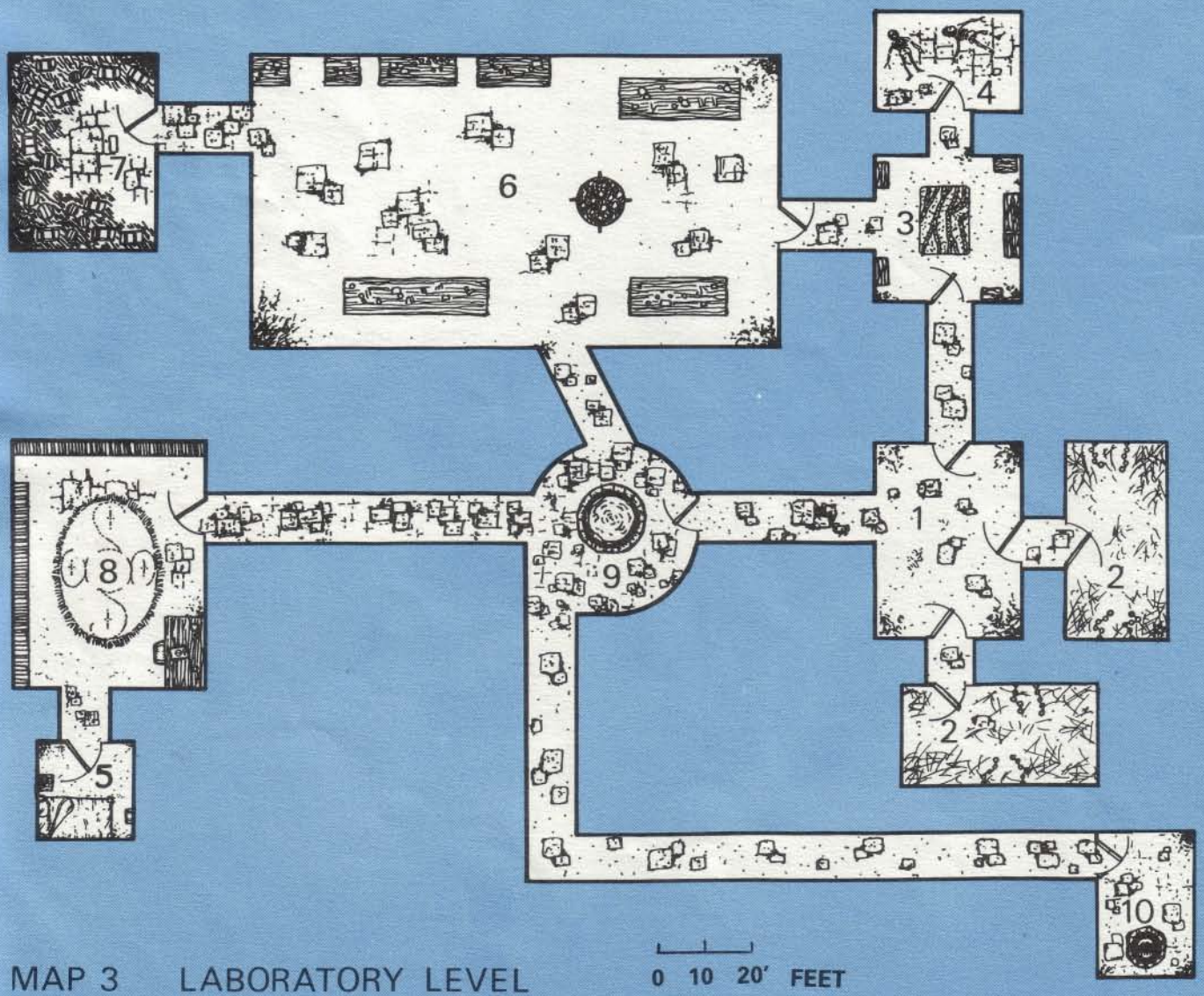
The characters will have to try to borrow a small sailing vessel to reach the area in which the renegades' lair is located. The locals will be more than willing, but at a price.

The Renegades' Lair (Maps 2 and 3)

The renegades' lair is situated inside an underwater mountain that rises from the seabed. The mountain was formed by volcanic action, and it is still quite warm. Those rooms that have been excavated need to be kept cool by pumping a constant stream of water through.

The renegades are worshippers of Gurht'sh Tbil, a minor mermen deity of extreme malevolence. Gurht'sh Tbil exhorts the virtues of extreme cruelty and sadism, as well as preaching the inferiority of the human race. Worshippers of Gurht'sh Tbil are outlawed in most normal mermen societies, and it isn't uncommon for the worship of Gurht'sh Tbil to carry the death sentence.

Under the leadership of Garso'gui, mystic and sorcerer, the renegades set up home here about 10 years ago with the help of some locathah. The locathah were brutally mur-



MAP 3 LABORATORY LEVEL

dered once their task was complete. The lair is close to a deep oceanic trench, the home of several large sea-monsters. The renegades spend a great deal of time patrolling the area and making sure the lair is proof against attacks from sea monsters such as kraken.

Garso'gui: AC0; LVL8/9; HP41; Cleric/Magic-User; Merman; STR:11; INT:17; WIS:18; DEX:16; CON:9; CHR:17. *Bracers of Defence AC2, Wand of Frost* (52 charges). Spells: Garso'gui's spell books contain virtually every listed spell usable by him, as well as a few others. Actual spells memorised are at the DM's discretion.

Garso'gui appears as a man in his early twenties, although he is much older (a more pleasant side-effect of his potion). He will pretend that he has been captured by the renegades, and is forced to do their bidding. He will ask the characters to free him, but will lead them into a trap, at the very least.

Garso'gui will attempt to capture the characters alive, or if that isn't possible, keep them in a reasonably whole state.

Garso'gui discovered how to produce a potion that allows mermen and, to a lesser extent, other aquatic demi-humans to take on human form for several hours. The effects of the potion increase with increased usage. After several years continual use the human form becomes virtually permanent unless an antidote is administered. Garso'gui has habitually used the potion for some 22 years, on and off. The potion allowed Garso'gui to venture onto the land, and he spent 5 years studying under an extremely evil and powerful magician.

The potion has made Garso'gui and the renegades a great deal of money, and is in great demand as a result. There is one problem with the potion; its main ingredients are the heart, lungs and several pints of blood from the appro-priate human or demi-human type. The fact that the renegades are paid to attack ships makes the production of the potion even more profitable. If the purchasers of the potion were to discover its source they would be none-too-pleased.

Access to the lair isn't difficult. There are several large openings, but quite a few mermen come and go through these, so it's a better idea to go in through the main ventilation shaft. If the characters decide to try and enter the lair by another route, they are liable to meet a renegade patrol of 2d4+4 1st level mermen with a 2nd level leader. The probability of meeting such a patrol increases the lower down the mountain the players go in their attempt to find a suitable entrance. If they meet a patrol, and a patrol member manages to escape and raise the alarm, it is quite likely that they will be facing overwhelming numbers of mermen.

The ventilation system consists of a great many narrow shafts which reach every part of the lair. There is a large intake near the base of the mountain which takes in cold water from a great depth. This water is pumped in by a magic pump. Garso'gui forced an un-willing greater demon into the pump by the cunning use of magic. The demon's energies drive the pump, but it is necessary to make blood sacrifices to the demon, else its power diminishes. Breaking the enchantments placed upon the demon is a rather difficult task, and if successful it would release an enraged demon, intent on revenge.

The main outlet shaft is near the top of the mountain, and is easily noticed. It is surrounded by abundant plant and animal growth, but the area of rock adjacent to the shaft is completely clear of such growth. The shaft is blocked by a large metal grill. Unfortunately, the grill wasn't fine enough to prevent an octopus squeezing its way through. It has now taken up residence in the shaft (**A**).

Octopus: AC6; HD4+1; HP17; MV 3"/18"; Att 1-2 (×8)/1-6; poison; Int: Animal; Size: L (22'); 290xp.

Notes: The tentacles will not constrict, but if three or more tentacles hit one opponent the octopus will attempt to bite the victim. The bite is highly poisonous (−3 on saving throw, −2 to hit if save made, or until dead). The toxin acts on the nervous system and kills in around 45 seconds, but after 30 seconds paralysis will set in.

After getting past the octopus the characters will come up against a much finer and more flimsy grill. Sections of this are removable, and the shaft will bring the characters out into the top of the main temple area near a ledge.

The main hall of the temple area (**B**) resembles the rib cage of some vast sea monster; there are both rib bones from real monsters, and ribs carved into the walls of the hall. In addition to the rib bones there are many other very large bones in the hall. The altar is a vast skull of some unknown creature. The clerics' quarters (**C**) are not that richly appointed. Worship of Gurht'sh Tbil doesn't demand a display of wealth and power. It places more importance on the display of faith through action, and lots of it.

If the players have been cautious, they should be able to make their way to the laboratory level, without being detected, as long as they don't enter the clerics' quarters. The clerics will attack and attempt to kill on sight all humans, unless instructed otherwise by Garso'gui.

Shining Skin: AC2; LVL5; HP23; Cleric; Merman. Whalebone plate armour, trident.

Leg Breaker: AC4; LVL3; HP18; Cleric; Merman. Partial whalebone armour, trident.

5 Clerics: AC7; LVL1; HP2,3,5,5,7. Trident. All spells should be selected by the DM as desired.

The ante-chamber (**D**) leads to the main merman living complex. Exact details are up to the DM, but characters should expect to be met by superior forces of high level mermen before they get far.

Laboratory Level

1. Empty guard room.

2. Cells. These cells will be empty at present, unless the renegades captured anyone from the Sea Spider. The prisoners are generally kept here until Garso'gui is ready to put them under the knife.

3. The most striking feature of this room is the large marble-topped table which sits in the middle of the floor. Several cabinets in this room contain various instruments that Garso'gui and his apprentice use in the dissection of their victims.

4. This room contains the remains of several human bodies, which have had their heart and lungs removed. They will soon be removed and fed to the sharks; Garso'gui is trying to get them to develop a taste for human flesh.

5. Garso'gui's chamber is sparsely furnished, containing a bed, a table and an oil lamp. There is nothing of any great interest here.

6. The laboratory itself is filled with a jumble of equipment and ingredients, arranged in no apparent order. It's possible to find most magical and alchemical substances in the laboratory, although it could take a fair amount of time.

7. This room is quite cool, and the special potion is stored here, along with other more perishable substances.

8. Garso'gui keeps most of his books and papers in here, except for a few copies of more mundane works he uses in his more everyday work. He has amassed a respectable library on demonology and the black arts in general, but he also has several tomes on human anatomy and alchemy. Amongst the books are several documents, most of which relate the renegades' agreement with Basrik. Although the wording isn't immediately clear, anyone with any knowledge of legal double-talk will be in no doubt as to what the documents relate to. Taking the documents out of the lair will require them to be put into a waterproof container, otherwise the documents will be ruined.

9. A circular room, at the centre of which is a water-filled shaft to the main temple.

10. Pump room. This room is warmer than the rest, and the atmosphere is stifling. The pump itself looks like a short obsidian statue of a woman. The laboratory level is completely air filled, the fresh air required is extracted by a demon-power pump. This pump is smaller than the main pump, and contains a succubus. It also requires blood sacrifices at regular intervals, but the succubus inside can drain energy levels instead, if anyone makes a close enough physical inspection.

Aftermath

If the characters have managed to kill most of the tougher renegades, the rest will probably abandon the lair. They will be highly demoralised after the death of their leaders. The renegades were, however, the only real obstacle between the sea-monsters and shipping.

If Garso'gui is still alive and uncaptured, he will organise small scale attacks on the characters and the Sea Spider. He would prefer the characters to be dealt with in a quiet way, rather than in a pitched battle.

If the characters capture Garso'gui, the other mermen, except for a few of the clerics, will agree to anything the players ask of them, such is their devotion to Garso'gui. Unfortunately, once Garso'gui is safe, they will not hesitate in breaking their word. Promises made to mere humans mean nothing to worshippers of Gurht'sh Tbil.

Once the characters have decided that they've had enough, and want to return home, they can, although Castir won't want to if they haven't recovered enough 'evidence' against Basrik. He will be careful about the way in which he goes about this; without the necessary 'evidence' the Guild's plan would fail, and the Inner Chamber would be disgraced. Basrik would probably then rise to a position of great power, with no effective opposition.

As soon as the ship docks in the homeport, providing Castir has given the right signal, Basrik will be placed under house arrest. The characters will be taken to a safe location along with the Captain. If the players capture Garso'gui, special arrangements will be made for him; an ordinary prison cell won't be enough to keep someone so sorcerous inside.

The Inner Chamber will 'leak' the evidence (whatever there is) to the general public, and the mob will storm Basrik's house, and hang him. A trial will be conducted several weeks later, and as long as the players obtained the vital documents, Basrik will be found guilty.

After that is settled, there will undoubtedly be squabbles about who should take over Basrik's vast business concerns, or if they should be broken up and sold off. The government wants a big slice, as does Castir, and many of the Guild members want to get their hands on the lucrative contracts that Basrik held. Of course, Tarmek Ashburn has the most legitimate claim to the wealth, but he knows better than not to dispense some of it to the various parties.

Of course the characters might notice some small inconsistency in the evidence presented. A graphologist, given some of the documents from the renegades' lair, and an authentic sample of Basrik's handwriting (not difficult to obtain), will be able to say that Basrik's signature is a fake, although a very good one. This might suggest to the characters that something very odd is going on. The investigation of the set-up is beyond this scenario, but the DM should feel free to follow it up. Any investigation along this route will lead players into a web of political intrigue, double-dealing and back-stabbing. □

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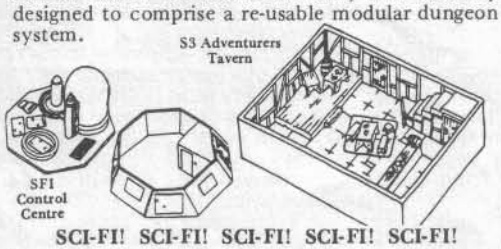

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Dear *WD*,

Over a year ago I was first introduced to *AD&D*, but the more I have played it the more concerned I have become about the structure of the game and the presentation of women with it.

The whole fabric of the pseudo-mediaeval games appears male-orientated. Of course, within the rules you have a choice of what sex you wish your adopted character to be but from then on the system seems to expect you to be male. The female fantasy characters encountered (the few that show up) seem more likely to be serving wenches or prostitutes.

I nearly brained my DM when he told me the rules of choosing to play a female character and the restraint of not being able to attain the maximum strength of 18 – unless I was a half-orc. Not exactly a fair rule and thanks to the DM it was ignored.

Illustrations within *WD* involving over the top females verge upon soft porn. I will not be fobbed off with excuses of historic nostalgia that women have been portrayed like this in pulp fantasy since 1920. Surely now it is time for change?

One example is *Thrud* in *WD67*. What at first glance appears to be womanhood getting their own back on men shows, on closer inspection, that the last laugh is on the women themselves.

RPGs could be very educational and highly entertaining. I think it is a great shame considering what they have to offer that so few women seem to be involved and playing them. In my opinion the stereotypical, subservient female has to be done away with before women will be encouraged to participate more.

Yours faithfully,
S A Carbery (Miss), Stourbridge, W Mids.

Dear *WD*,

Yes it's me again, and yes I have written to complain, again! It concerns this month's supposedly 'Giant Sized' edition [*WD68*]. On counting the pages that actually include articles and not ads, and by comparing them with last month's edition, I find that articles in *WD* this month have increased by . . . one whole page!

I find this quite incredible when nine of the thirty-four pages of ads are advertising *Games Workshop* products and events. OK, so *WD* is still the best RPG mag, but if you increase advertising space as much over the next two years as you have over the last two, then in 1987 we are going to have eighty pages of ads and twenty of articles.

You may not give a damn about the image of RPGs but some of us out here do, so buck your ideas up or you'll not only lose a few readers but lower the whole tone of RPGs to the level of the cretinous cartoon and plastic bendy toy image.

Yours angrily,
Lee Mansfield, High Wycombe.

Were it not for the fact that they are all powerful, the sales staff would already have been dragged out and shot at dawn! –Ed.

Dear *WD*,

I sincerely sympathise with Pete Tamlyn's problems (letter in *WD67*); *The Good, the Bad, and the Downright Odd* (*WD65*) did suffer rather from your presentation of it. However, there are several solutions to this dilemma. One is to photocopy the article, tinkering with the machines's contrast controls until the text becomes clear, but such copying is, of course, illegal, immoral, and probably fattening, so I'm sure Pete won't try it. A second approach is to read the magazine under very strong red light, but do be sure to draw the curtains first, else passers-by might get the wrong idea. Finally, one can don red-lensed sunglasses while reading. This may make you look a pretentious poseur, but after all, that just puts you on a par with the *WD* layout artists.

Moving to *Peking Duck* (*WD67*) there were some minor glitches, which most people should have spotted; I hope that they didn't cause too much trouble. On the plan, there should be a door between the kitchen and the dumb waiter (funnily enough, the staff *don't* take all the food down the fire escape!), and the key captions 'Bamboo Curtain' and 'Padded Bench' should be reversed. The Torpedo suit's battery powers its Swimming and the +20 points of STR it provides (the user's natural STR is 15), Vendetta's armour works on 11 or less, and Pirate's SPD characteristic should have been 5 (*five*). In addition, several of the characters were designed before the latest edition of the game introduced some minor rules changes; users of the new set should check all characters. Finally, Table One should have had a third footnote, reading: ***If damaged, remains 'live' on 4+ on 1d6; inflicts 3d6 electrical killing damage on contact (*GH*: 3d6 HTK, 3d6 HTC).

Incidentally, I hope that no one's suffered too badly from the widespread use of lethal weaponry in this scenario; GMs should realise that not all such weapons are necessarily used at full power. If necessary, one of the NPC customers in the restaurant can be declared to possess paramedic skills.

All the best,
Phil Masters, Stevenage, Herts.

Dear *WD*,

Did you know that you had a 3-D cover on August's copy of *White Dwarf* or am I just seeing things? I have enclosed a pair of 3-D glasses – will you please let me know?

Yours,
Kevin Gardiner, Maiden Newton, Dorset.

We were all amazed to find that looking through Kevin's red/green 3-D glasses that the cover of WD68 *certainly had some peculiar properties. What interests us, however, is how did he find out in the first place? – Ed.*

Dear *WD*,

I must take exception to Martyn Plummer's comments (*WD68*) on Mike Lewis' article (*WD65*). Whilst making the valid point that the secondary world in which the characters live (and die) must have some degree of internal consistency, he neglects to consider that all too often the rules which are supposedly there to create this consistency do exactly the opposite.

On how many occasions has an adventure been utterly ruined by an unnecessary insistence on reference to the rules? I recall one particular incident regarding the casting of a *fireball* spell and the area affected by its backblast. Furious activity on the part of both players and DM ensued. Rules were solemnly consulted and quoted at tedious length and complex calculations brandished as evidence. The result? An interruption of some fifteen minutes in what, until then, had been a thoroughly enjoyable evening's play.

A DM's job is primarily to be both consistent and impartial. Games like *AD&D* with their emphasis firmly placed on rules only result in further problems for the already harassed arbiters of the game. With the increasing popularity of more logical systems like *RuneQuest* we may at last be seeing the end of the dominance of *D&D* and the beginnings of its long overdue demise under the weight of its own inconsistencies.

Yours for better role-playing,
Andrew Seaman, West Wickham, Kent.

Dear *WD*,

May I say, for the record, that I hope your magazine will continue to expand its coverage of minority games; especially if in addition to scenarios and extended reviews, this includes such articles as Anna Prince's *Worldly Wiles* (*WD67*).

It was with concern that I read Paul Harcourt's letter in *WD68* in which he equates enthusiasm for minority games with enthusiasm for new monsters. In a contribution (in *WD65*) to the 'What shall we do with *Fiend Factory*?' debate I gave some of my reasons for favouring *FF* as an occasional column covering a well-detailed *D&D* monster or two. Behind this was the unwritten assumption that universes created by the *Cthulhu* or *Traveller* rules have less emphasis upon (and a lesser ability to absorb) the plethora of intelligent creatures found in *D&D* worlds. Also the *D&D* stats have the advantages of being both brief and widely understood.

May I repeat my heartfelt hope that Paul Harcourt represents only a handful of people when he calls for three pages of volts and svarts in *Golden Heroes*, *Traveller* and *Cthulhu* stats every month.

Yours sincerely,
John Grandidge, Oxford.

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BENEATH THE WAVES

Underwater Adventures in AD&D by Peter Blanchard

Part Three: Creatures from the Depths

The final part of our series about underwater adventuring is accompanied by a scenario, In Too Deep, *elsewhere in this issue.*

Having covered the basic problems associated with underwater exploration in *Parts 1* and *2*, the final part of the series takes a look at the kind of creatures likely to be encountered in the depths. More specifically, those creatures that constitute a hazard to life and limb.

Back to Nature

Those creatures that actually pose a threat to human-sized creatures are few and far between. Only very large creatures would attack a human in order to kill it for food. It is far more likely for creatures, such as sea-snakes and sting-rays, to attack in self-defence.

Sharks and other vertebrates may well be considered as being the most dangerous of marine predators, but in fact, the most dangerous marine creatures are invertebrates. The cephalopods, squid and octopi, can be extremely dangerous, although the majority pose very little problem for human-sized creatures. It is the giant-sized ones, with special, deadly attacks which will provide adventurers with most problems. Certain types of octopus, such as the blue-ringed octopus, are poisonous, delivering the venom with their powerful beak. Other cephalopods can produce an ink that is mildly poisonous in addition to its screening properties. This can cause irritation in contact with unprotected skin, although is unlikely to be fatal – there aren't any lethal ink producers in nature. The most dangerous part of a cephalopod, however, is its beak: this sharp, horny appendage is backed up by a set of powerful grinding teeth. Whilst the tentacles serve to grab and hold prey, they are *not* used to constrict, and it is the suckers with their rings of vicious hooks, often cruelly barbed, that cause more damage.

It isn't surprising that the ordinary squid and octopus are feared greatly; their larger cousins would strike the fear of god into anyone. The maximum size of squid such as the kraken is a matter of conjecture: the largest specimens to fall into scientific hands are midgets of between five and six metres in length. Sightings have been made of specimens as large as sixty metres. One authentic example of a giant octopus, the St Augustine Monster, was washed up on the beach at St Augustine, Florida in 1896. The skin on this creature was up to 90mm thick and largely impervious to axe blows, something to be borne in mind by DMs dissatisfied with the *Monster Manual* octopus or the kraken in *Monster Manual 2*.

Although I've only regarded them as unintelligent creatures, sentient cephalopods aren't out of the question. Indeed, these creatures are among the most intelligent of invertebrates, although this intelligence pales when they are compared to vertebrates. It should be a little difficult for adventurers to judge whether or not they have discovered a new sentient race since most encounters with giant octopi and the like are invariably fatal. However, it could be interesting to have a particular reason for giant squid attacking ships other than the natural reason – mistaking them for whales. How would characters feel after butchering numbers of well-intentioned cephalopods, especially once revealed to be intelligent and only acting to protect their own domain from the piracy of mankind?

You might also like to include giant crustaceans in your campaign. Personally I can't really envisage large invertebrates other than cephalopods and I don't use giant crabs and lobsters. There seems to be too much of a definite limit imposed on their size which I find difficult to dispute.

A little further up the evolutionary ladders comes the sharks, those creatures most likely to be thought of a marine predators. Most sharks are small and harmless and any man-eating tendencies seem to depend on the basic temperament of the species. Those sharks which are naturally highly aggressive, the great white and tiger for example, are known man-eaters. Sharks are a good terror weapon and numbers of harmless sharks can be used as a screen – firstly to worry adventurers on the basis that they are sharks, and secondly, once characters have become used to the prescence of benign sharks, to conceal the approach of the real man-eater. Many sharks tend to berserk once blood is in the water, and even those that have previously ignored the party may well be tempted to have a

quick nibble if this blood-lust is upon them.

Bony fish, despite being more numerous than sharks are mostly harmless and it is only the eels that are really dangerous. Moray eels, of which there are several species, are undoubtedly the worst. Making their home in small caverns or holes in reefs, they lie in wait for something suitable to drift by. If hungry, they will rush out and grab it, even it is attached to a man. Once a moray has something in its jaws it is loathe to let go and even in death its jaws remain tightly clamped onto its prey, something that DMs should bear in mind. It's very difficult to say which is worse – the shark or the moray.

Other bony fish only 'attack' involuntarily, typically by use of poisonous spines. The stonefish and weever fish are examples, their poisons being strong enough to kill or, failing this, to cause extreme and excruciating pain for many hours. The stonefish inhabits coral reefs and the weever frequents shallow waters and both may be used to set traps for unwary adventurers. Poison, in this case, should either kill (saving throw failed) or in-capacitate (saving throw made) for 2d6 hours, say. It is interesting to note that many of the largest bony fish such as the marlin, swordfish and tuna, do not attack humans. The isolated reports of swordfish and marlin attacking vessels with their 'swords' are too infrequent to be regarded as more than a curiosity.

The only living marine reptiles that pose any threat to man are the various sea-snakes and the salt-water crocodile. Both types of creature are confined to shallow tropical or possibly sub-tropical waters. Salt-water crocodiles are larger and stronger than their freshwater cousins and although they have been known to attack people, this is uncommon since they are found in largely inaccessible places such as mangrove swamps or coral atolls. Larger specimens (there are reports of some as large as twenty metres) are more than capable of destroying small craft and swallowing the occupants. Although they will eat almost anything, they are not as bad as sharks, which eat many strange objects with impunity.

Sea-snakes are shallow-water creatures, rather shy and living far from mankind. They will usually retreat if encountered, unless provoked. Given the very potent nature of their venom (the venom produced by Belcher's sea-snake is 100 times as powerful as any other venom produced by a reptile), death is usually very quick. Not wishing to experiment in the matter, I would suggest that saving throws against sea-snake venom be greatly reduced: −4 doesn't seem too extreme.

Sentient Races

There are three major races that have developed some reasonable level of civilsation. I exclude locathah from these since they are little more than a herding society and haven't really advanced far enough to be of real concern. The aquatic elves, mermen and sahuagin, however, have developed strong agricultural bases and can be compared favourably to land-based civilisations. However, all three have obvious terrestrial links, almost as if the races were once land-based and have returned to the sea, taking their knowledge with them. The types of society that have developed are markedly different.

Aquatic Elves

This race should rarely be encountered by anyone exploring the mysteries of the oceans. Their innate shyness and a desire to remain in relative isolation makes them loathe to deal with outsiders. In extreme cases, their aloofness can approach xenophobia, making them extremely hard to approach and/or deal with.

Derived from terrestrial elven stock, it seems likely that aquatic elves are more closely related to wood elves since both have a similar attitude to outsiders. Who or what caused their change in form would be unknown outside the race itself and may even be one of the great secrets still withheld by these elves. Since they worship the aquatic aspect of the same gods of the terrestrial elves this infers that the change may well have been a divine experiment

Their typical habitat would be shallow, warm, weed-filled salt water lagoons, far from the disruption and interference of other races. Remote islands and atolls are therefore ideal locations to base an aquatic elf civilisation around. It seems likely that the only buildings they would concern themselves with would be for storage and also shelter from large predators. Preferring to work outside, only unusual local conditions would persuade them to build special workshops.

Regarding other races with suspicion, their only close associates would be their terrestrial relatives and their friends the dolphins and other marine creatures. They act as protectors of the ocean, dealing with those who would transgress the balance of nature – through pollution or through needless death.

Dolphins play an important role in their society, although more in the role of companion rather than servitor. Besides helping in tasks such as fish-herding, they would also act as the eyes and ears of the elven community, keeping a watch out for intruders and undesirables. Their greater speed and also their intelligence make them useful partners.

The aquatic elves are generally very peaceable, avoiding trouble whenever possible and being hard to provoke into taking violent action. With a good relationship with the terrestrial elves, they will have been able to trade with fewer restrictions than other races, having access to a greater amount of metal weapons as a result. It is best to consider them as less powerful than other elves, with a lower proportion of magic-using types and being of lower average level.

To support the community, they can effectively live off the 'land', choosing particularly bountiful areas in which to live. Shell-fish, especially oysters, would be cultured as a food source and as a source of raw materials – pearl and mother of pearl being exchanged in trade.

Mermen

The origins of the mermen are a great mystery. Whoever had a hand it it no doubt also created the sea-lion and the hippocampus. I take the view that the mermen were once human and that they believe their current state to be a reward for past acts, although many humans would regard it as a form of punishment.

Mermen are to be found in most shallow areas of the ocean where they can make a decent living. They tend to avoid areas where man's influence is strongly felt or where other, hostile groups can be found. Their favourite location is an offshore reef or shoal into which they can excavate rooms and chamber. They are generally gregarious, gathering together into villages and towns along the same lines as humankind. Some cities do exist but are of a much smaller size than terrestrial equivalents – there are much fewer mermen than humans. Such dwellings are likely to be fortified in border territory or where sahuagin are especially active.

Mermen and humans are essentially very similar, although their perception of the world around them is different. Many aspects of human society are mirrored in that of the mermen's. Mermen, however, tend not to be as extreme in their beliefs.

These similarities might lead one to believe that relationships between human and merman societies are good – this is far from true. Each looks down its nose at the other and it is this bloody-minded arrogance that causes friction. In local cases such differences may well have been overcome – when this is the case, considerable trade can develop. Mermen are just as dependent on terrestrial goods as other underwater races.

Mermen society has a very diverse but strong agricultural base which is a considerable wealth-earner in its own right. Real wealth, however, is only generated by mercantile activities and mermen are the only aquatic race that really engages in such.

Sahuagin

Sahuagin are the most feared and hated of all the aquatic races, their name being known upon the land as well. Their origins remain a mystery, although as worshippers of Sekolah, they could well once have been men corrupted by the great white shark.

Sahuagin can live practically anywhere, their preference being to live at considerable depth in warmish waters. They have houses and palaces of stone, constructed for them by slaves. As the aquatic elves have a special relationship with dolphins, so do the sahuagin with sharks. These creatures are used for the same purposes, but are more formidable as guards.

Rivalry within sahuagin society is commonplace. There is a heavy emphasis on advancement of rank through martial prowess, thus making for a physically strong race, but one not destined to be very numerous.

Sadism and cruelty are part of the sahuagin way of life; the higher ranking nobles being more prone to this than their lessers. Captives, if not used as slaves, are in for an unpleasant stay. As such, the sahuagin use weapons designed to cause great amounts of damage, although this is seldom combined with poison unless it leads to a painful, lingering death.

The sahuagin do not need agriculture or industry. All that they have is seized by force or is produced for them by their slaves. Human smiths are often forced to work in air-filled chambers, forging metals for the sahuagin's use. Many areas of the ocean are under sahuagin domination, from which the sahuagin obtain both tributes and slaves. □

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Treasure Chest *is a regular department featuring readers' ideas for the* AD&D *game.*

MONSTROUS NPCs

by Paul Ormston

Many dungeon masters play monsters as the monster's intelligence dictates, but how many play monsters as characters in their own right? The monsters represented here should be played as if they were any other non-player character, and should be introduced at points in an adventure where they will not be slain instantly, but where they will lead to new adventures or interesting situations.

SAKAAR OF THE SWAMP

STR:	17	**Race:**	Lizard man
INT:	12	**Hit Dice:**	6
WIS:	11	**Hit Points:**	36
CON:	14	**Armour Class:**	1
DEX:	15	**Alignment:**	LN
CHA:	15 (18)		

Languages: Lizard man, common, bullywug.

Carries: Silver-tipped trident (worth 55gp), 2 normal javelins, +2 *Shield* (made from a single piece of dragon turtle shell), 54gp.

Notes: CHA is 18 with respect to other lizardmen.

Sakaar is a prince among lizard men, destined (if he survives) to become a great leader of the lizard man race. Even to human eyes, it is apparent that he is an intelligent and noble creature. He is shorter than most of his kind, being 6'6" tall, but is powerfully built.

As with many of his kind, when speaking common tongue, his pronunciation of the letter 'S' turns into a long hiss, making it difficult to tell whether he is speaking in the singular or plural. Sakaar is more lawful than most other lizard men – he is therefore able to plan further ahead, carrying out his schemes by careful forethought as a result. He is also very honourable, always trying to keep his promises, and it is a very unusual

occasion that will force a lie from his forked tongue. If he has a weakness, then it is for the taste of elven flesh, a delicacy that he will bargain eagerly for. He is usually accompanied (75%) by 2-8 lizard man followers.

GORAEUS

STR:	20 (24)	**Race:**	Stone giant
INT:	8	**Hit Dice:**	9+2
WIS:	10	**Hit Points:**	46
CON:	16	**Armour Class:**	0
DEX:	11	**Alignment:**	LG
CHA:	13 (8)		

Languages: Stone giant, common, gnomish.

Carries: Large club, dagger (treat as shortsword), *Ring of Delusion*.

Notes: Has a hidden hoard of 1200gp and also owns 2500gp worth of goods and property. CHA is 8 with respect to other stone giants.

Goraeus is a friendly, jovial character who is quick to see the funny side of any situation and is slow to take offence. He can be found helping the 'little people' (as he calls humans), either moving great weights or helping to construct a barn – generally putting his high strength to good use. Goraeus was driven from his tribe for being far too nice and good, and for lacking in the honest stone giant strengths of rugged independence and taking advantage of a good opportunity. Exiled from his own 'people', he left with his faithful companion Ursa, a cave bear (AC6, HTK34, *MM*), to embark on a series of adventures. These have included events such as him becoming the weakest giant in the world for a time, a situation that is now reversed since he has recovered his strength, and gained a *Ring of Delusion* which he believes to be a *Ring of Storm Giant Strength* (as a *Girdle*). He now believes himself to be the strongest stone giant in the world and will be eager to show this fact off.

He is much loved by the local peasants who have been kind enough not to mention that much of his apparent strength is only in his imagination. One day he may well leave his new found friends and return to his old tribe in his mountain homeland.

MARIAN DE ARDVILLE

STR:	17	**Race:**	Intellect devourer
INT:	12		
WIS:	10	**Hit Dice:**	6+6
CON:	10	**Hit Points:**	33/33
DEX:	16	**Armour Class:**	4/2
CHA:	14	**Alignment:**	NE

Languages: Any human language.

Carries: Longsword, dagger, 3 *Javelins of Lightning*, elven chain mail, shield, *Scarab of Death*, 3 gems (2 x 100gp, 1 x 500gp).

Notes: Psionic ability: 200. Attack/defence modes: C, E/F, G. Psionic discipline: *telekinesis*, 7th level of mastery. 10th level thievish abilities. 'Marian' has a hoard of 3000gp and jewellery worth 5700gp. Her dagger is coated with insinuative poison, type B.

'Marian' is the name given by a cunning intellect devourer to its host body, a female adventurer approximately 23 years old. In this form, the devourer will be encountered in towns and cities – the most abundant sources of its natural food. To avoid undue suspicion, it has become very choosy over its victims.

The intellect devourer's act is very good, although its own cold, unemotional character can occasionally show through. Having noticed this tendency, the devourer tries hard to imitate human emotions, thus causing its host's disposition to change very rapidly from one extreme to another, making her seem rather unstable. As time passes, the intellect devourer will undoubtedly get better at maintaining its act, reaching the point where it is able to hide its inner self. The character it is currently developing could well be part of some greater plan on its part.

All the physical characteristics given above are those of the host's body, the intelligence and wisdom being the devourer's. Both hit points and armour class have two ratings – the first is that of the devourer, the second that of 'Marian'. When the human body takes 33 points of damage, the intellect devourer will be driven out. Its special defences against normal damage do not apply to the host form. □

Tabletop Heroes *is a regular feature covering painting and modelling tips, by Joe Dever.*

CHOP AND CHANGE

For most of us who collect and paint miniature figures as a hobby, or as an integral part of role-playing games, there comes a time when a basic factory casting is simply no longer good enough. Whether it is due to the necessity of changing a figure to fit one's RPG character profile, or the desire to make a 'one-off' unique miniature, sooner or later most of us will want to convert a basic figure to our individual specifications.

As with good painting technique, successful figure conversions come with patience and practice. Simple conversions, involving the addition of small items or features to the basic model, should be attempted and mastered before more ambitious changes are undertaken. For starters, try adding extra weapons, tin foil cloaks, severed heads or belt pouches to some of your models prior to painting, and take note of how these additions affect their balance and proportion. A common mistake is to overload a miniature to the point where it looks totally unbalanced; be selective, for often the addition of one or two items is all that is required to enhance a figure's appeal.

There is only so much you can do to a figure by adding extra equipment. The next stage in the conversion process involves surgery, for which you will need a pair of metal snippers (electrical wire snips are ideal), some epoxy putty (such as *Milliput* or *Green Stuff*), a pin-vice, a suitable glue (such as 'superglue' or 5-minute epoxy) and a sharp modelling knife. Adding a weapon or staff to a figure's hand is a good first step, followed by the addition of a head from one figure to another. When swopping heads, make your cut below the jaw and try to keep it as clean as possible. Experiment with the position of the new head, and fix it with glue once you are satisfied. Any gap that remains can be filled and shaped with epoxy putty to hide the join and strengthen the joint. If the neck is particularly thin or if the model is likely to receive a lot of handling, it's a good idea to drill a small hole in the torso and the head (using the pin-vice) and insert a short piece of wire to strengthen the joint.

Having mastered heads, try swopping the top half of one figure with the bottom half of another; it can result in some striking poses, especially if you are modelling an army leader or an important NPC. Torso conversions often leave large gaps between the two halves, which must be filled with epoxy putty and shaped to suit. Needles, toothpicks and paintbrush handles make ideal and cheap tools with which chainmail, fur and creased cloth can be simulated.

The uses of epoxy putty need not be limited to just covering up your conversions, for existing parts of figures can be remodelled with it and many new items (eg backpacks, blanket rolls, wine skins, plate armour and belt pouches) can be made from scratch. Talcum powder or water should be used to smooth the surface of epoxy putty and avoid it sticking to your fingers, and be sure to clean your modelling tools before the putty hardens or it will be impossible to remove. When modelling backpacks or pouches, use a square of polythene as a work surface. While soft, the putty will cling to the polythene and can be shaped and detailed more easily. After it has set, the items can be removed from the polythene which peels away with ease.

Some fine examples of figures from Citadel's AD&D/D&D *range of figures.*

This Month's Photographs

Figs 1 and *2*, show rear and front views of a conversion by an acknowleged master in this field – John Blanche. The white undercoated figure (a *Citadel Uruk-hai*) is the basic model John used to produce the conversion (painted figure) shown on the right. A sword blade was added to the helm, an axe was added to the left hand and the shield was completely remodelled with epoxy putty. The right arm and sword were cut away at the elbow, as were the original legs just above the knees, and substituted with parts from another figure.

In *Fig 3*, we see Arg, Standard Bearer, Shaman and Chieftain from *Citadel's C27 Pygmies* range, painted by Tim Olsen. They come in assorted packs of five at £1.95 per pack.

The giant reptilian saxophonist in *Fig 4*, is a simple and humourous conversion of a *Giant Lizard* (*Ral Partha*) by Hamish MacCullum. The saxophone began life as a cake decoration, and the spotted bow-tie is a strip of vinyl painted with enamels.

Fig 5 shows a mounted bard (*Citadel C33*), painted by Mark Flack. A foot version is also supplied in a pack that retails for £1.95.

In *Figs 6* and *7*, we see a neat conversion by Gary Chalk that turns a *Citadel C15 Orc Chieftain* into a space orc mercenary. The axe was cut away and substituted for an assault rifle, and a bandolier of cartridge pouches were fixed to the figure's cross belt. Both accessories were taken from a 1/35th scale WWII German Accessory Pack produced by *Tamiya*. The helmet blast visor was cut from paper and fixed with a contact adhesive prior to painting.

Brian Ackland's *Angel* (*Ral Partha*) in *Fig 8*, is a welcome addition to the forces of good, and helps to fill a gap in the armies of fantasy wargamers who choose to fight on the side of right. □

Useful Addresses

Milliput Co, Unit 5, Tha Marian, Dolgellau, Mid Wales LL40 1UU.

Carr's Modelling Products, 23 Parkwood Road, Wimbledon, London SW19 7AQ. (SAE for lists.)

Fig 1

Fig 2

Photographs by Joe Dever

Fig 3

Fig 4

Fig 5

Fig 6

Fig 7

Fig 8

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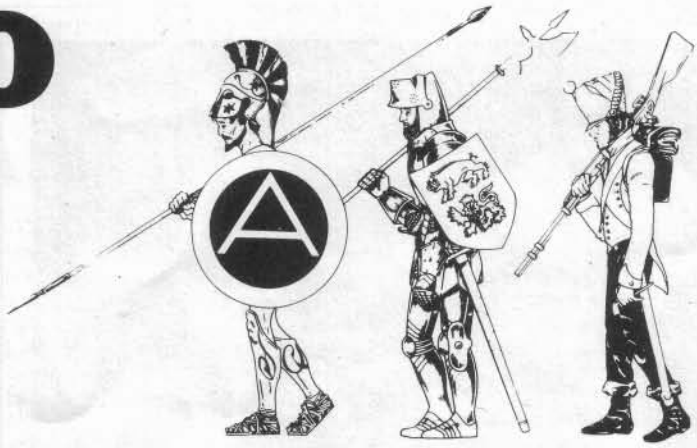

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GAMES DAY '85

We've assembled some of the best fantasy writers and designers in the country to come along to the **TORTURED SOULS! / BEAST ENTERPRISES** stand. **Basil Barrett** (Tortured Souls!, Integrated Games), **Paul Cockburn** (Imagine mag.), **Simon Forest** (TS!), **Allen Hickling** (Int. Games, Endless Plans), **Paul Vernon** (Starstone, WD/Imagine) + others will all be there to meet you and answer your questions.

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All those mentioned above will also be celebrating the opening of our **new retail shop** at a Top Secret location in the West Midlands on **Saturday October the 12th.**

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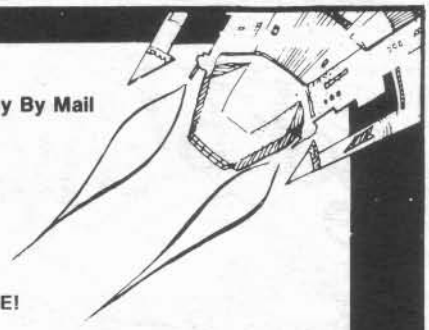

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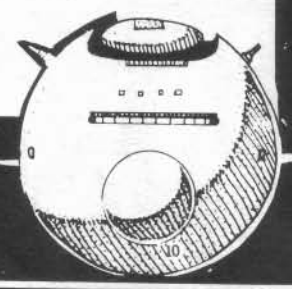

To enrol in CAPITOL send a £6.00 cheque/PO/International money order payable to KJC Games. For this you will receive the Rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome. Reply to:- KJC Games, PO Box 11, Cleveleys, Lancashire FY5 2UL.

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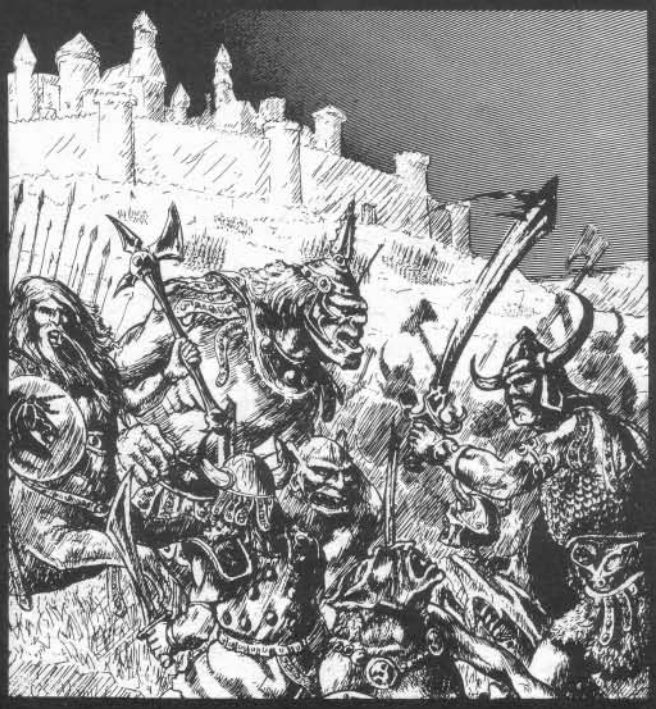

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TOUMF!
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ONE OUT – ALL OUT

The new releases planned for late September/early October from *Games Workshop* cover a wide variety of topics and include a new role-playing game and several boardgames.

The *Judge Dredd Role-Playing Game*, set in the Mega-City One of 2107, is an investigative RPG in which players take on the role of Mega-City Judges to administer justice fairly to all and try to solve heinous crimes such as littering, jimping and Boinging®. Besides guidelines on equipment, crimes and sentencing, there's also a very handy guide about Mega-City slang!

Visiting the New You Beauty Parlour for an 'over 20,000' copies face-lift is *Talisman*, the popular fantasy boardgame. The rejuvenated *Talisman* is receiving new box-art treatment and full-colour playing cards instead of the earlier black and white versions. Also out is the *Talisman Expansion Set* which adds 70 new cards to the game, including 14 new character cards.

Producing a game which is both educational and fun is difficult, but for some years now David Watts has been marketing *Railway Rivals*, a railway-building strategy game, as both a teaching aid and as a cult game amongst the fan elements of the gaming hobby. *Games Workshop's* version of the game includes two of the most popular maps – London-Liverpool and Central USA – in a boxed set which comes complete with plastic locomotives! The game is a two-stage one – the first involves building your own rail network and the second stage is a series of breakneck races between towns, the overall winner of the game being the one whose line is most profitable.

In an historical vein comes *Warrior Knights* with its quasi-mediaeval setting. Players are barons controlling factions of nobles and engage in a relentless war of politics and conquest. More modern, but retaining all the political aspects, is *Superpower*, a game designed by a Canadian diplomat which covers the activities of 'world' superpowers in the third world. Although an adult game in which coups d'etat, revolutions and invasions play a significant part, the game also allows scope for satire at the expense of the real superpowers.

LISTEN HERE, PUNKS!

Or you could lose the chance to win copies of the *Judge Dredd Role-Playing Game*. Below are five questions related to the *Judge Dredd* strip from *2000AD*. If you can answer these – and hip juves should have no problems – then you stand a chance of winning one of the twenty copies of the game which are up for grabs. We're also looking for potential Judges: if you can also come up with a snappy or witty arrest line for bringing in a perp then we'll pick the best one and give the winner a copy of the *Dredd* boardgame, a year's subscription to *White Dwarf*, and sneak a few copies of the *Dredd* figures in the package as well as copy of the role-playing game! Here are the questions creeps:

1: What is Judge Anderson's first name?
2: Where is the Devil imprisoned?
3: What is a zipper?
4: Who made Krong, the giant robot gorilla?
5: Who won Supersurf 6?

Send your answers, along with your arrest line, name and address to: *White Dwarf* (*Judge Dredd* Competition), 27-29 Sunbeam Road, London NW10 6JP.

EXPLODING DRAGONS

By the time you read this, *Games Day* will be over and preparations for next year's will be underway.

But if you thought that you needed to wait a whole year for another games convention then you'll be pleased to learn that 1986 will encompass no less than eight *Games Workshop* events – seven regional *Dragonmeets* and *Games Day*.

The venues and dates for the regional *Dragonmeets* have already been fixed. The first is in Manchester on the 8th March at the Institute of Science and Technology, University of Manchester. Birmingham's *Dragonmeet* is on the 5th April at the New Imperial Hotel, Temple Street. The traditional London *Dragonmeet* is on the 10th May at the Royal Horticultural Society's *Old Hall*, Greycoat Street SW1. The Royal Victoria Hotel, Victoria Station Road is the venue for Sheffield's *Dragonmeet* on the 8th June. Other *Dragonmeets* will be held at York, Newcastle and Nottingham, but the dates and places still have to be confirmed.

Although future issues of *WD* will keep you up to date, if you have any further enquiries please write to Paul Aagaard, *Games Workshop Ltd*, 27-29 Sunbeam Road, London NW10 6JP (enclosing an SAE).

GW HEADS NORTH!

The M1 is a long road and for too long it has separated the two major divisions of *Games Workshop*; the Sunbeam Road warehouse (home of *GW Games* and *White Dwarf*) and *Citadel Miniatures*. Following on from the recent top-level reorganisation at *Workshop*, the move is underway! By the time you read this, the Distribution side of *GW* (including Mail Order, under manager Clive Thompson) will have re-located to *Citadel's* factory in Eastwood. The Production Department, responsible for *GW's* range of games, will be moved to sparkling new premises in Nottingham at about the same time. Before Christmas, the other major areas of the company (Sales, Accounts, Retail Admin, Buying and Administration) will also have moved up to Eastwood, leaving *WD* and *GW Publications* in London. To their great relief, Editor Marshie, Peter Darvill-Evans and Mary Common (Dar-villians and Marcommonians to *Starship Traveller* readers) will not have to sell up and move to the Midlands. *GW Publications* will be staying in London, as will the new *GW* Chairmen, Steve Jackson and Ian Livingstone

MONTHLY MADNESS

A new range of role-playing modules is being released by *Games Workshop*, starting in September with the *Trail of the Loathsome Slime* (for *Call of Cthulhu*) and closely followed by *Queen Victoria and the Holy Grail* (a *Golden Heroes* adventure) in October. A new title will appear every month and besides scenarios for *CoC* and *GH*, adventures for *Warhammer Role-Play* and the *Judge Dredd RPG* are also scheduled. Each module will cost just £2.95 and will include various handouts and/or play-aids.

SPARRING PARTNER KO'D

One thing that will be absent from the games world once October has passed is *Imagine Magazine*. A decision from 'on high' (AKA the US board of *TSR*) means that issue 30 of *Imagine* will be the last one. There are a number of unofficial rumours being circulated as to the reasons for its demise, but the official line infers that it is a result of 'rationalisation' on the part of *TSR*, with the *Dragon* magazine becoming the only official mouthpiece of the company. Both *Imagine* and its editorial crew will be greatly missed by their *White Dwarf* counterparts. The ex-Assistant Editor of *Imagine* Paul Cockburn is, however, currently pursuing the possibilities of producing an independent UK magazine – we wish him all the best.

FIGHTING FANTASY DAY

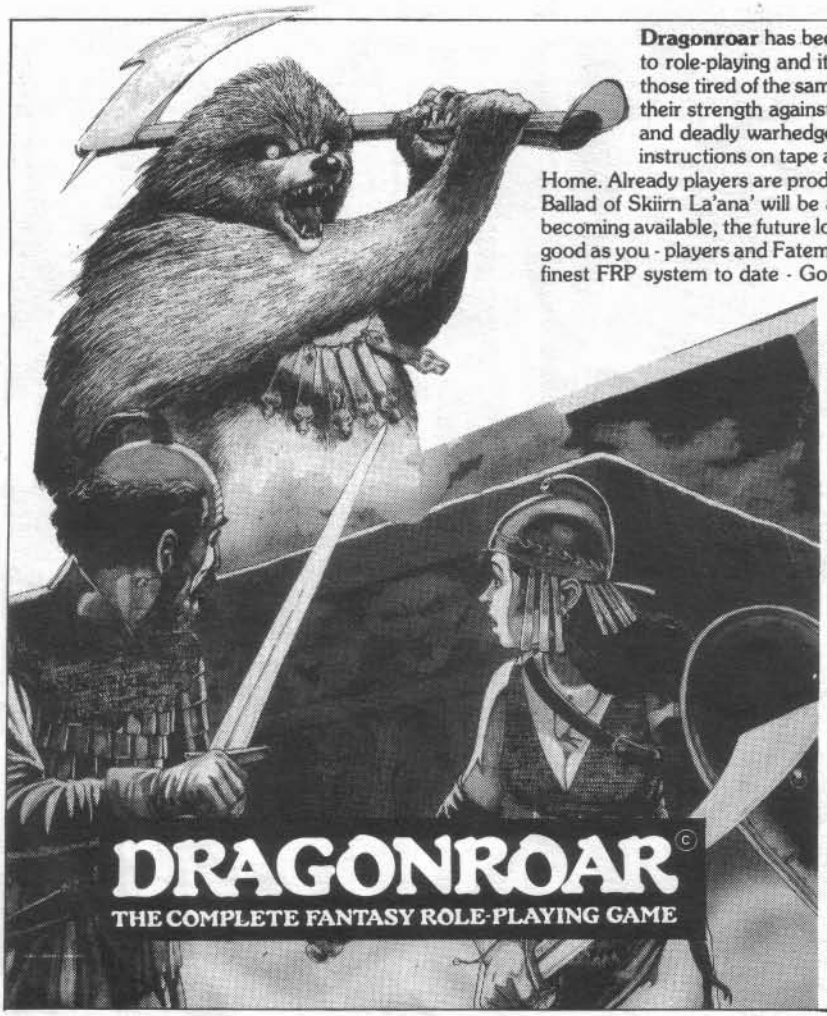
Fighting Fantasy readers should note the second of November in their diaries. On this day, the very first *Fighting Fantasy Day* will be held. As a joint effort between *Penguin* and *Games Workshop*, *FF Day* will take place in the Manchester Corn Exchange. Events will include a special 'Illustrate a Monster' competition sponsored by the *Mail on Sunday*, special appearances by *FF* illustrators, an *FF* Trivia Quiz, an exhibition of 'How an *FF* Book is Prepared', computer games, live-action role-playing, *D&D*, *Talisman*, *Warhammer*, figure painting, the *Warlock of Firetop Mountain* boardgame, *Penguin Books*, *Games Workshop*, *Citadel Miniatures* and signings by the dynamic duo, Steve Jackson and Ian Livingstone. Don't miss this historic event!

PSYCHO RUNS AMOK AT CITADEL

No, it's not supremo Bryan Ansell engaged in one of his systematic purges, but *Citadel's* new plastic baby – the *Psychostyrene* range of miniatures. *Psychostyrene* is similar in concept to multi-pose figures with three identical sprues containing enough parts to assemble three different figures. All you'll need is a little time, a craft knife and a tube of polystyrene cement! First in the production line is a dwarf fighter and the application of *Psychostyrene* to the production of large, varied and lightweight fantasy armies is obvious.

NEXT ISSUE

Writer Andy Bradbury reveals the secrets of the *Cults of the Dark Gods*, shedding light on the Templars and the Hashishim. Monsters are treated more fairly in a sequel to an earlier article on the subject, *Monsters Have Feelings Too Two*. Meanwhile, adventurers can explore the world of *Dragon Warriors* in a special scenario for this new role-playing game, whilst *Travellers* can rough it with the underworld in *Tower Trouble*, an adventure set on earth. The *Letters* page expands its coverage of readers comments related to the hobby and there'll be all our usual features and departments plus three pages of cartoons.



Dragonroar has been well received by the gaming public. Its fresh approach to role-playing and its use of audio tapes has already won it many fans. For those tired of the same boring old monsters, players are given the chance to pit their strength against squamous killer penguins, thick-skinned manelephants and deadly warhedgehogs. Newcomers have found it easy to learn. With instructions on tape and the tape solo adventure they have rapidly travelled to Home. Already players are producing adventures for the system. The first of these, 'The Ballad of Skiirn La'ana' will be available shortly. With Dragonroar Fantasy Figures becoming available, the future looks good. However, like many games, Dragonroar is as good as you - players and Fatemasters - can make it. That is your challenge - to make the finest FRP system to date - Go For It!

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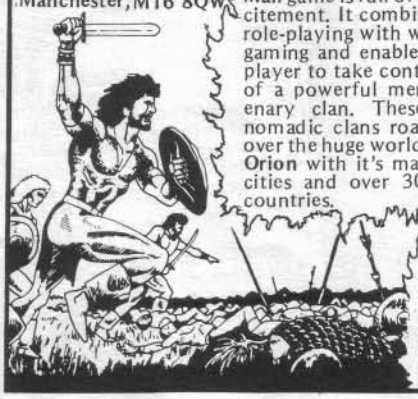

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HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 25 words. Further insertions at the rate of 15p per word (incl VAT).

Warwick Supplements (3 volumes) urgently wanted. Also Chilton's 'Journey into Space' trilogy, plus *WD44* and *Imagine 2*. Anna, ☎ Tilbury (03752) 4881 (evenings).

Ealing Games Group. Meets in Leighton Hall, Elthorne Park Road, W7, 2nd Sunday each month. All games played. Terry Devereux, ☎ (01) 574 2709 for details.

Wanted. *DragonLance* calendar. R Brown, 2 Cavendish Road, Bognor Regis, West Sussex PO21 2JW.

Luton. *South Beds Immortals*, meet Saturdays 2-6pm. *AD&D, Bushido, Warhammer, Champions* and ordinary wargames. Richard, ☎ (0582) 425010.

Wanted. *WD 39, 40, 41, 48, 50, 51, 54, 55*. Will pay cover price. Must be in reasonable condition. ☎ Cuffley (0707) 874130.

Wanted. *Autoduel Quarterly 2 & 5*. Good prices paid. ☎ Roxton 60481 (after 6.30pm) or write to: 29 Woodlands Ave, Keelby, Grimsby, South Humberside DN37 8SF.

London N15. New *AD&D* campaign using unpublished material needs friendly, non-sexist adult players – all levels of experience welcome. ☎ 809 1406.

Help. 21-year old seeks players club in New Addington/Croydon area. Into *RQ, TT, Traveller, CoC*. Paul Allen, 100 Elmside Fieldway, New Addington, Croydon, Surrey.

AD&D in W4. Experienced DM is looking for rational players (20+ age) to start FRP group in West London. Beginners and female players welcome. Write to: John Davies, Flat 1, 4 Newton Grove W4 1LB.

Wanted Urgently. *AD&D DMG* Also 11-12-year old male penpal who likes *FF & AD&D*. L Coombes, ☎ Porthtowan (0209) 890215.

Wanted. Articles and scenarios for *P&G* and *CoC*, cults for *RQ*, but most of all, I want artwork. 10 Vine Court Road, Sevenoaks, Kent.

Inexperienced Gamester has Zinnlead the Assassin for hire to *AD&D, RQ, Traveller* or any other worlds. Mark Burrows, School House, Meols Cop Road, Southport, Merseyside PR8 6JU.

Swords For Hire! Two experienced FRPers (especially *AD&D*) are seeking adventure in the Huntingdon area. Can play weekday evenings, except Fridays. Phone Jerry at RAF Wyton, ext 6416 between 8am and 5pm.

Campaign World of Greyhawk urgently needed. Also looking for *AD&D/D&D/RQ/T&T* players and DM. Aged 11 (me!). 45 Sutherland Cres, Blythe Bridge, S-O-T ST11 9JT.

Penpal Wanted! Two dungeon-wise male *AD&Ders*, 15 and 14, 18 charismas, seek similar age houris. Write to: Richard and Scott, 24 Colebrooke Drive, Wanstead E11 2LY.

Anyone Out There? 15-year olds, I implore you! Write to: Anthony Neal, 45 Pembroke Ave, Syston, Leicester LE7 8BZ. Play *AD&D* and *Traveller* (choke).

Wanted. *Big Rubble*, good condition. Dave, ☎ (01) 642 0221.

Wanted. *Dragon 30, 31, 34, 39, 40, Travellers Journal 10-18* and *Best of Vol 3*. Bill ☎ (0452) 68269 (after 6pm).

Rogue seeks other rogues (females?) in Ipswich area. David, ☎ Ipswich 719978.

Pavis wanted urgently! Willing to pay excellent price. Willing to swap for *Borderlands*. Contact: Tom, 20 Vanbrugh Park, Blackheath, London SE3. ☎ (01) 858 1564.

Beginner would like to join any *D&D/RQ/* other RPG in Coventry area. Angela Reeve, ☎ Keresley (33) 4603.

Wanted. Any *Thunderbirds* annuals or other material relating to *Thunderbirds, Captain Scarlet*, etc. Beg or borrow, I am broke. Send stuff or for more details to: Peter Blanchard, Prey Heath, Mayford, Woking, Surrey GU22 OSL.

Attention! Any *Striker* players or referees in the Hertfordshire area? If so, please phone Simon after 6pm. ☎ Hemel Hempstead 67250.

Wanted. *Superworld* or *Rolemaster* rulebooks. Swap or buy. Prices not too high please. Nick, ☎ (02357) 2489.

Wanted. *RQ Comp*, any *RQ* scenarios, *Big Rubble, Borderlands*, etc. Contact: Paul Charnley, Mason Hall, The Vale, Edgbaston Park Road, Birmingham B15 2RL.

An Arbroath and Angus RPG club is planned. If you have set one up, please write with hints and tips to: Rowland A Gault, 12 West Port, Arbroath, Angus DD11 1RE.

GOOG. Comic strips now available. Send SAE for details to: Mark Pickup. 18 Bickley Ave, Four Oaks, Sutton Coldfield, West Midlands B74 4DZ.

Wanted. *DMG, PH*. I'll swap *Deluxe Traveller, Supplement 5, 2 Journals* and 36 figures for them. Contact: David Clegg, 2 Newcourt Drive, Egerton, Bolton BL9 9XA.

Wanted. *WDs 1-27, 42* and *44*. Also *MM2* and *FF*. Saul, ☎ (0272) 424808.

Wanted. Male *Judge Dredd/Traveller* player, 13, urgently seeks penpal. Write to: S Hardwick, 40 Bodeham Road, Oldbury, Warley B68 0SG.

Wanted. *Car Wars* (+ supplements?) in good condition. Nick, ☎ Dorking 730253.

German (S)FRPer, aged 18, seeks contacts in Britain, playing *AD&D, D&D, CoC, Traveller, Star Frontiers, Car Wars*. Thorsten Beyer, Schuberstrasse 4, D-4513 Belm, W Germany.

Help. I am 19 and looking for players of *MERP* and *T&T*. James, ☎ 041 423 7140.

Fantasy gamers (14, 17) require other fantasy gamers in Newcastle upon Tyne area to help in creating new FRPG. Jeffrey, ☎ Newcastle 329309 (after 6pm).

Desperate *D&D* player, 16, seeks club in Nottingham area. Willing to learn other game systems. Contact: Michael Lane, 143 Bridgnorth Drive, Clifton, Notts.

Controversial Repetoires of an Alcoholic Prat, the new SF/FRP satirical fanzine, needs hilarious articles and great artwork. Bob Topley, 34 Karen Drive, Backwell, Bristol.

Wanted. Any *RQ* material, especially *CoT, Pavis*. Also wanted, *CoC* scenarios. Good condition unnecessary. Kevin. ☎ (0698) 382336.

Help! Three *Traveller/MERP/AD&D* players want club in Gateshead area or round metro net. Aged 15, 16, 16. Shaun, ☎ Gateshead 4770180.

Northampton. *Northants Gaming Association* meets several times weekly to play various *AD&D* campaigns. Realism stressed, miniatures used. 17+ age restriction. Tom Hebblewhite, ☎ (0604) 586133.

Wanted. Artwork for new amateur art zine. If interested, please write to: Jeffrey Havelock, 11 Belle Grove West, Newcastle upon Tyne NE2 4LZ.

Popular Fanzine, *Orc's Revenge*, requires artwork, articles, chat and reviews. Free copies if printed. 66 East Towers, Pinner Middx.

Swap. *T&T* rule book + 4 scenarios for either *Pavis, Big Rubble* or any *RQ* material. Jason, ☎ West Drayton 446419 (after 4pm).

Help. Club needs *AD&D* characters to form a group, experience not needed, age 12-15. Giles, ☎ Ely 722017 (after 6pm).

Lydney, Gloucestershire. Experienced RPG player moving to the town would like to join a group playing any RPG – Stephen, 12 Dovedale, Thornbury, Avon.

D&D Basic player, aged 14, no previous experience, seeks club in Hadleigh area. Contact: Sean Buckley, 30 Willow Walk, Hadleigh, Essex. ☎ 556587 (evenings).

Alloa/Stirling. 16-year old male lone *AD&Der* wishes to join or form *D&D*/RPG group in area. Interested? Gordon ('the Griffin'), ☎ Alloa (0259) 723921.

Help! 12-year old RPGer seeks other semi-experienced players in Walton area. Will play anything. Mark, ☎ (0932) 222759.

Urgently Wanted! Good quality copy of Robert Howard's book 'The Sowers of the Thunder' in *Sphere* paperback. Good price paid. Contact: M Fickles, 164 Lee Crescent North, Aberdeen.

Two-Three female *D&D* players needed in Fife area. Age 12-13-14, no experience needed. Mark, ☎ Cowdenbeath 512456.

Fairly Experienced *AD&Der* seeks other players in Camberley area, Surrey. Any sex, age 15+, willing to learn new systems. Richard, ☎ Bagshot 76151, and leave details.

Urgently Wanted. Artist/sculptor capable of making 25mm figures. ☎ Bishop Stortford 725033 (after 4.15pm).

Help! GM/player in Derby area seeks players/GMs (no experience needed), 11-16. Plays *MERP*, but will learn any game. ☎ Draycott 2999.

Two Doncaster role-players looking for experienced 16+ GM/players in area. Will play any game. John, ☎ (0302) 628216 (after school hours).

RPGer, 19 years old, seeks contacts to discuss ideas, etc, or any RPG. Write to: Dave Law, 3607 Utah Dr, Calgary, Alberta, Canada T2N 4A6.

Adult US FRPGer/fanzine editor seeks British gamers to exchange views and experiences. Rob Kindel, Box 24, Cuyahoga Falls, Ohio 44222, USA.

Grendel is finally and completely dead. RIP. Celebrations start next month. Bad luck Mark.

Mrs AVW no longer needs the weirding module!

Help! 12-year old *D&D* player looking for *D&D* players and DMs in Cumbernauld area. Brian, ☎ Cumbernauld 28584.

Kingston/Surrey gamers needed for *Star Trek* campaign. Either sex, ages 14-18 acceptable. Andrew, ☎ (01) 390 4601 or Simon, ☎ (01) 399 4317.

West Hampstead. RPG player seeks other of own age (11+). Damien Brady, ☎ (01) 435 0968.

Wanted. *Trollpak* or *Borderlands*. Write: Tim Watt, High Trees, Ilkley Road, Riddlesden, Keighley, W Yorks BD20 5RE.

Wanted. *CoT, Pavis, Trollpak, RQ Companion, RQ* figures, also *Grimtooth's Traps 1* and *2*. Stephen, ☎ (01) 997 3111 (after 4.30pm).

Dundalk, Ireland. Beginner *D&Der* (age 20) wants to join/set up *D&D* campaign. Preferably Louth/Dundalk area. Contact: David Doyle, 86 Dublin St, Dundalk, Co Louth.

Help! Inveterate RPG player and GM (*Traveller* and *AD&D* mainly) looking for adult group/club in Croydon/Redhill/Sutton areas. Phil, ☎ (01) 660 8026 (after 7pm).

Wanted. The *FASA Traveller* adventurer *Fate of the Sky Raiders*. Good price paid. Nic Ford, ☎ (01) 326 3575.

Wanted. *White Dwarfs 15-29, 33*, any *Autoduel Quarterlies*. Will pay cash or swap for *Warhammer*, both *Basic D&D* sets, *Dungeon Planner 1*. ☎ 061 485 6641.

Help! Does anyone (age 12-13) live in Vermont (USA) around Woodstock? I play *AD&D, D&D* and *SF*. Chris, ☎ 457 4161 (after 5pm). Please!

NW Surrey. New group playing *MERP, Car Wars* and many boardgames. 17+, beginners welcome. Sense of humour essential! Mark, ☎ Walton-on-Thames 227077.

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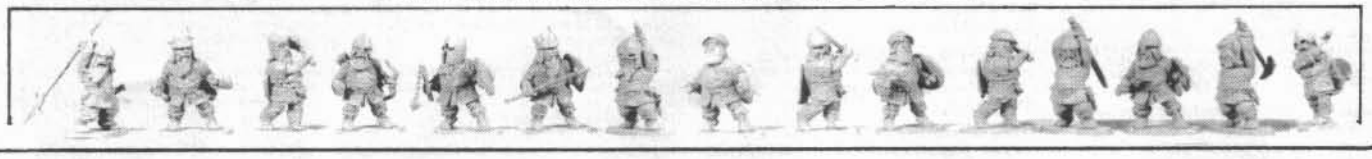

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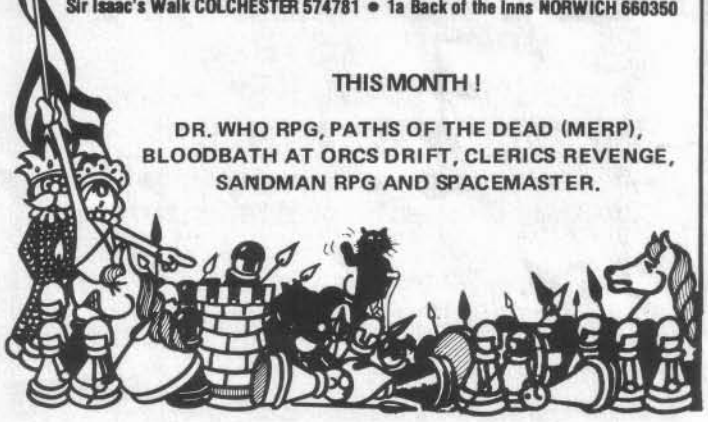

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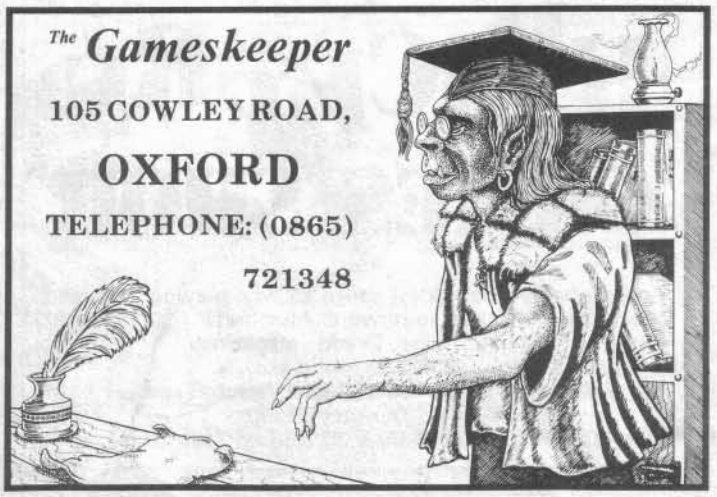

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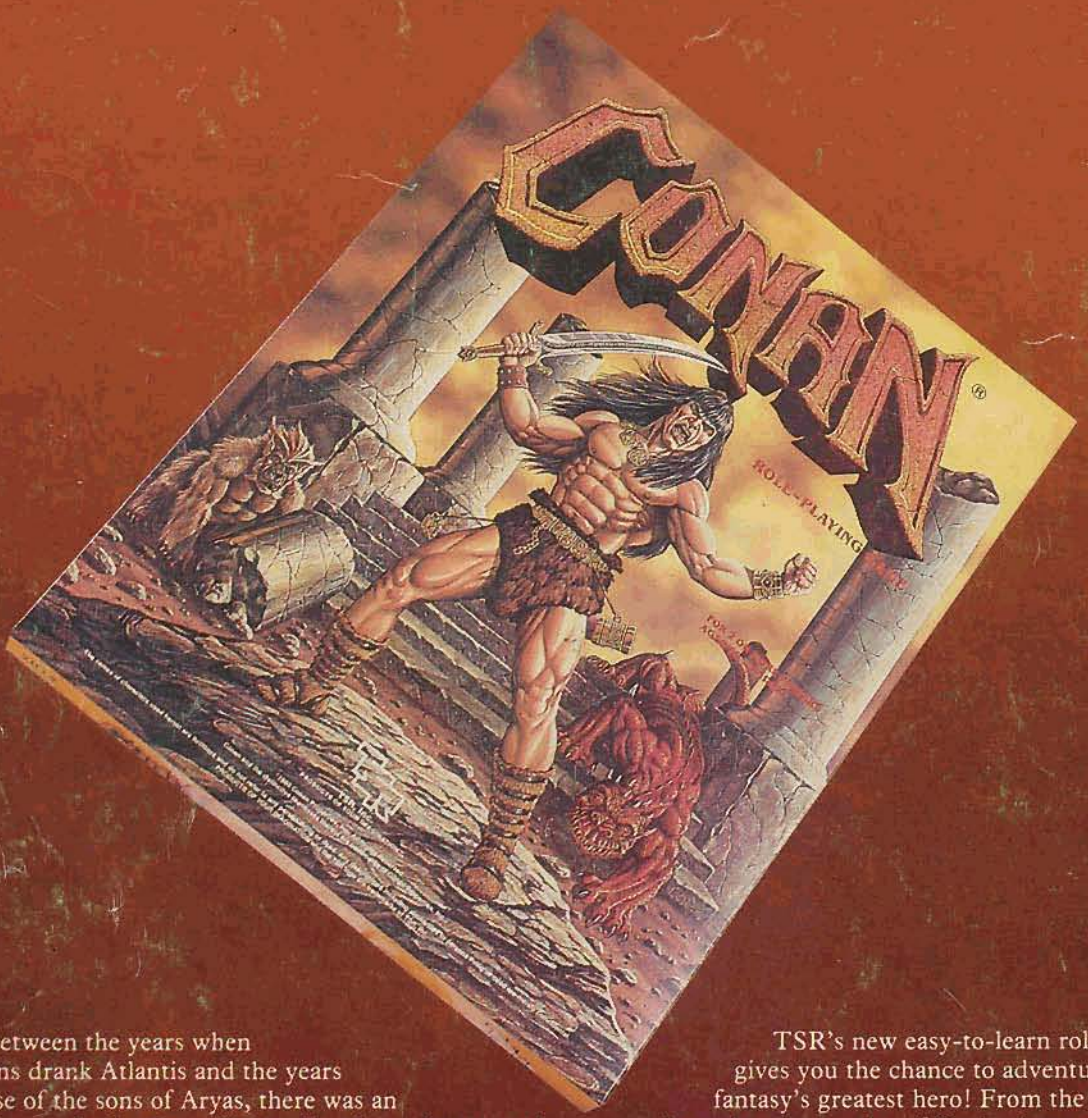

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